

**MINNESOTA VIKINGS  
OFFENSIVE PLAYBOOK  
1998 TRAINING CAMP**



**RUNNINGBACK**

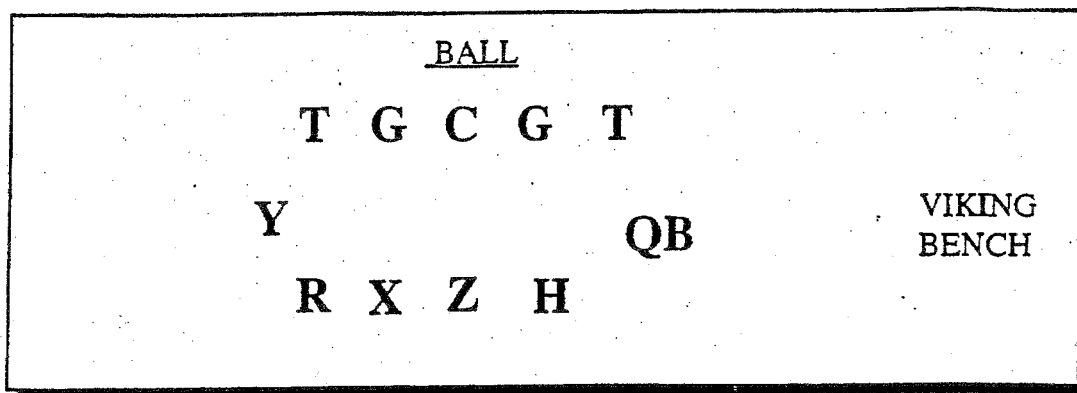


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# HUDDLE



Center forms the huddle 7 yards from the ball - hands on knees.

QB says "Huddle" to begin.

QB calls : Formation - Play - Snap Count

Example: FAR RT 40 GUT ON TWO(2) -ON TWO(2)

*See what your hear!*

On command of "Ready -Break" all clap hands and break the huddle.

## AT LOS

LINEMEN Assume a 3-point stance

TE Assume a 3-point stance

WRS Assume a 2-point stance

RBS Stance by formation

## CADENCE SNAP

1st Sound Down

On Go Down - Set GO

On ONE (1) Down Set - Dummy Audible/Dummy Audible - HUT

On TWO (2) Down Set - Dummy Audible/Dummy Audible - HUT(pause) HUT

\* **HARD COUNT** - The Hard Count is designed to specifically draw an opponent off sides.

Quarterback will use a totally non-rhythmic count. It is each players responsibility to get off on the proper count:

Example: Spread RT 40 Gut on a Hard 4 Count

Down Set - Dummy Audible/Dummy Audible - HUT HUT (pause) HUT (pause) HUT

\*\***FAKE GO** - Designed to offset the use of the "GO" snap count. USE a simple fake the "GO" snap count then restart the count:

Example: Spread RT 40 Gut Fake "GO" on One

Down-Set Go (pause) Down Set - Dummy Audible/Dummy Audible - HUT

## ADDITIONS:

Double Down (for shifts)

Example: Double Down on Two (2)

Down "pause" Down - Set Green 30 -Green 30 HUT HUT



# AUDIBLE SYSTEM

## Audible Mechanics:

### 1) Audible package will be based on:

Box	Number of defenders on the defensive front.
Side to Side	Number of defenders either side of Center.
Personnel	Where a specific player is located.
Looks	Specific front or coverage look.

### 2) Audible Colors and Terms:

Certain colors and terms will make up our audible system. These colors and terms will carry specific meanings and will be consistent throughout the season.

### 3) Audibles will remain on original snap count. QB may use A-B-C reminder.

## **COLORS**

**RED/BLUE** Are used to audible specifically to our Quick Option passes (slant, hitches etc...) **RED** refers to QK Option **RIGHT**. **BLUE** refers to QK Option **LEFT**.  
An additional term will indicate what route will be used  
(Detroit, Houston, Seattle...)

**SILVER** Is used to audible to our Speed series. It will include an additional number for direction and route: Silver 81 or 91.

**GOLD** Is used to audible to our Sprint series. It will include an additional number for direction and route: Gold 89 or 99.

## **GREEN/YELLOW**

Is used strictly for directional purpose only.

Green = Right

Yellow = Left

## **ORANGE/WHITE**

Confirming color alerting team at **LOS** that the play called in huddle will be run. It is also used as a "False" audible.

## Audible system cont.

### TERMS

- "√ " Check with me audible alerts the team in the huddle that the plays (Gut, Outside, Toss etc...) direction will be determined at the Line of Scrimmage (LOS) by and opposite call or use of the Colors. The colors used will be **GREEN** (right) and **YELLOW** (left).  
√ may or may not involve someone motioning or shifting to the Point of Attack (POA).
- "Opposite" Used as a check system to change the Direction of the play base on the look. Will be used instead of **Green/Yellow**.
- "Move" A form of √ where TE/H will move to the **POA**.
- "Alert" Will be used to check from a run (based on number count or alignment) to one of our three basic audible calls. An "Alert" could included an "opposite" call to change direction:

Red/Blue -Rip/Liz	= Quicks
Scat/Scram 44/55	= Dodge
Silver/Gold	= Speed/Sprint

- "Kill" Used to check from one run to another. Usually an outside 8-9 run to an inside run:

Example: DBL RT "Kill" 60 Trey - If the "Kill" is used at the L.O.S. then the play would change to 20 Trey.

- "Listen" Alerting team in the huddle that one of our Basic Audible passes will be called at the **LOS**. Could also be used to √ from one specific pass to another: (EX: Base screen or Under screen).
- "Firm" Alerts the team that the Quarterback is going to "false" audible at the **LOS** and that the call is to be ignored. He will not have to use "White" at the **LOS** when a "Firm" call is made in the Huddle.

## TACKLE - TIGHTEND COMBINATION BLOCKS TECHNIQUES AND CALLS

- Team-** Zone combination used to block the End and the bubble LBer. Tightend must not turn shoulders on the End or he will not get to the scraping LBer.
- Tag-** Guard call to Tackle when 3 technique is too wide for guard to hook. Tightend must man block end man on LOS. **NO TEAM.**
- Tex-** Tackle call to Tightend when the End is too wide to hook on 60/70 Outside or 80/90 Toss. Tightend down block and tackle pull for the Sam LBer.
- Toe-** Tightend call to Tackle when there is a 9 technique and a Sam LBer no farther inside than head up on the Tackle. Tightend through for Sam, Tackle set and take End. Used when running Draws or Paints.
- Scoop-** Tightend call to Tackle on the backside of a running play when the End is too wide for the Tightend to cutoff the Sam LBer. This is used to combo cutoff with the Tackle to help the Tightend from being picked by the End.
- Man-** Block the **Man in front of you.** H has #4 when it is 60/70 or 80/90 Man.
- Solid-** Center call used when 12/13 Trap is called vs. an Under or 42under defense. C call to alert the line to go execute 20/30 Gut blocking scheme. Solid also **removes a 6** call that has been made and tells backside G/T to execute a **Stack block.** Solid may be called when 60/70 Outside is **Killed** to 20/30 Gut. A Solid Audible may be called when a Trey run is called vs. a 42un defense.
- Safety-** Tackle or Tightend call when cutting off on the backside of running plays and Safety is in the box or dropping down into the box. When a Safety call is made the Sam LBer is out of the combination.
- Queen-** This is a technique used between the Tackle and the Tightend for a Post-Lead combination block. Tackle post and Tightend lead.
- Swoop-** Call made when using **Flash/Lightning or Scram** protections. This alerts the four man protection side (wing side) of Two, 2 man protections when sorting out stunts, dogs and blitzes.
- Fire-** Center call when using **Flash/Lightning, Scram or Turnback** protections. When fire is called squeeze big dual and in are **OFF.** If Flash/Lightning or Scram and fire is called player **Must** zone step and close his gap **towards** the call (Lightning Fire..close gap to left). If turnback fire is called player must close gap **opposite** of protection call.(Fox right Fire..close gap to **Left**). Do not chase stunts when a fire call is made. The protection is a Zone protection from T to TE. **DO NOT** chase stunts when a fire call is made.
- Easy-** This is a technique used by the Tightend when releasing to block force. Used when U Tightend must block playside on 40/50 Slide.

## OFFENSIVE LINE TERMS, CALLS & TECHNIQUES

### Protection

- Larry-** Uncovered C telling the line he is working **Left**.
- Robert-** Uncovered C telling the line he is working **Right**.
- Ram-** Covered C telling **LG**, come with me work **Right**.
- Lion-** Covered C telling **RG**, come with me work **Left**.
- Lee-** C telling **RT** and **RG**, work to our **Left** man or gap.
- Ray-** C telling **LT** and **LG**, work to our **Right** man or gap.
- Open-** C telling G and T away from the call side, three need to **Open** up to three defenders.
- Sift Open-** C telling G and T away from call side, three need to **Open** up to three of the four defenders.
- Fan-** Technique and call used by G, T and possibly TE to **Open** to two or three defenders.
- Dual-** Technique used by uncovered G when pass protecting inside LBer (#1) to outside LBer (#2).
- Big Dual-** Technique used by uncovered T when pass protecting LBer (#1) to End (#2).
- In-** Call made by G to bring T **"IN"** for DT, G takes **HOT** LBer (#1). **DO NOT** sight adjust an **IN** call.
- Squeeze-** Call made by G for a pass blocking assignment change between the Back and the G. Used when the Backs LBer is in a threatening **A Gap** position. G **CAN** sight adjust a **Squeeze** call.
- Swoop-** Call made when using **Flash/Lightning** or **Scram** protections. This alerts the four man protection side(wing side) of Two 2 man protections when sorting out stunts, dogs and blitzes.
- Fire-** C call when using **Flash/Lightning**, **Scram** or **Turnback** protections. When fire is called squeeze, big dual and in are **OFF**. If **Flash/Lightning** or **Scram** and fire is called player **Must** zone step and close his gap **towards** the call(**Lightning Fire**..close gap to left). If **turnback** fire is called player must close gap **opposite** of protection call.(**Fox right Fire**..close gap to Left). Do not chase stunts when a fire call is made. The protection is a Zone protection from T to TE. **DO NOT** chase stunts when a fire call is made.

### Run

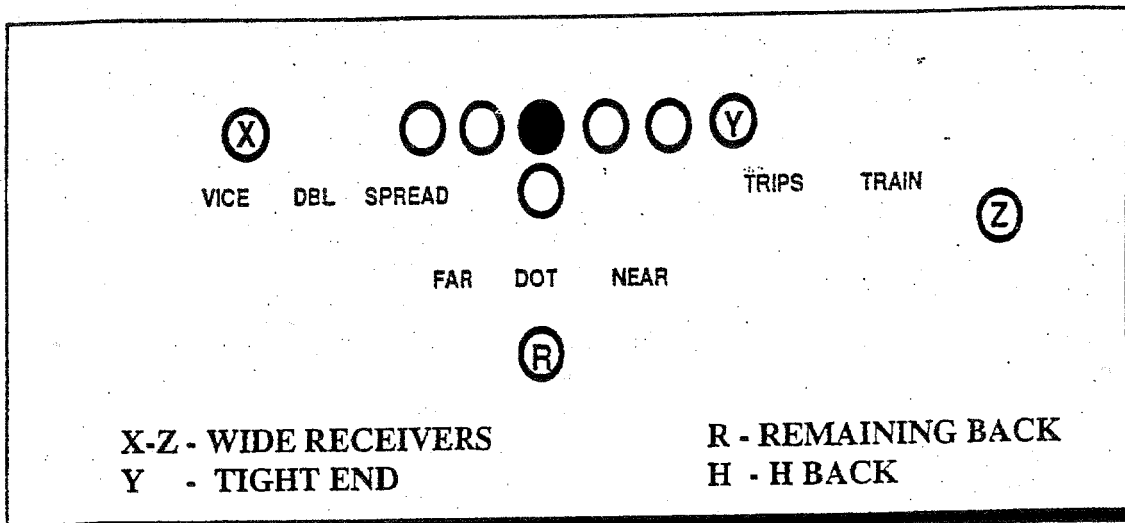
- You-** Run blocking call and technique to change a portion of a zone scheme to a man scheme. Two line man must switch assignments in order to get **one lineman pulling**. **YOU** take my man, I will take yours.
- Me-** Run blocking call and technique to change a portion of a zone scheme to a man scheme. Two lineman must switch assignments in order to get **one lineman pulling**. **ME**, I will take your man, you take mine.
- Option-** Technique used by uncovered lineman or pulling lineman when assignment is LBer. Option to pull around or go through.
- Stack-** Technique used on backside combination cutoff between G and T.
- Gone-** Call made by one lineman telling adjacent and combination lineman, I gotta go now to get the LBer, I am giving you no help to get this down lineman cutoff.
- Sift-** Technique used by T on backside of running plays when going to second level.
- Scoop-** Call made by TE when E is too wide to cutoff the SLber man. Combination cutoff is then executed between the T and TE.
- Safety-** Similar to Scoop call but made by either T or TE on backside of running plays when S is in the box or dropping down into the box. SLBer is out of the combination when this call is made.
- Slip-** Technique used on backside combination cutoff between G and C.

(OFFENSIVE LINE TERMS, CALLS & TECHNIQUES CONTINUED...)

- Power Slip-** Technique used on frontside combination between uncovered C and covered G.
- Slice-** Zone blocking technique and call utilized by backside T, backside G and C when combination lanes to a LBer are extremely tight.
- Power Slice-** Zone blocking technique and call used backside T, backside G, C and frontside G when combination lanes to a LBer are extremely tight.
- Triple-** Zone blocking technique and call used by frontside G, T and TE on 60/70 Out and 80/90 Toss when Sam Lber/End pinch and Mike stunts outside. Usually against a 34 defense.
- Team-** Technique used by T and TE to Zone combination for E and bubble LBer.
- Tag-** Call and technique used by G and T to change a portion of a zone scheme to a man scheme. G calls T down when 3 technique is **too wide** to hook. T down and G pull for the bubble LBer. **NO** Tag calls when running 60/70 Outside Weak.
- Tex-** Call made by T when the E is too wide to hook on outside running plays. TE down on E and T pulls for the Sam LBer.
- Tub-** Technique used on frontside zone combination between G and T.
- Toe-** Call made by TE to switch assignments with T on Draws and Paints. **Cannot** be made if bubble LBer is inside of T alignment. T pass set and go get E.
- Fill-** Call used by T or C on backside of O's when the LBer the T must cutoff is too far inside. Also used when by C when backside 3 technique is too wide to execute Back block. Ram/Lion call can be used in this instance. A switch of assignments is then executed.
- Back-** Call made by C to bring G Back to NT. Technique used by C to execute Traps and O's.
- Ace-** Post-Lead combination between C and G. C post and G leads to backside LBer.
- King-** Post-Lead combination between G and T. G post and T leads to backside LBer.
- Queen-** Post-Lead combination between T and TE. T post and TE leads to backside LBer.
- Jack-** Post-Lead combination between TE and H (Wing). TE post and H leads to backside LBer.
- Solid-** C call used when 12/13 Trap is called vs. an Under or 42under defense. C call to alert the line to go execute 20/30 Gut blocking scheme. Solid also **removes a 6** call that has been made and tells back side G/T to execute a **Stack** block. Solid may be called when 60/70 Outside is **Killed** to 20/30 Gut. A Solid **Audible** may be called when a Trey run is called vs. a 42un defense.

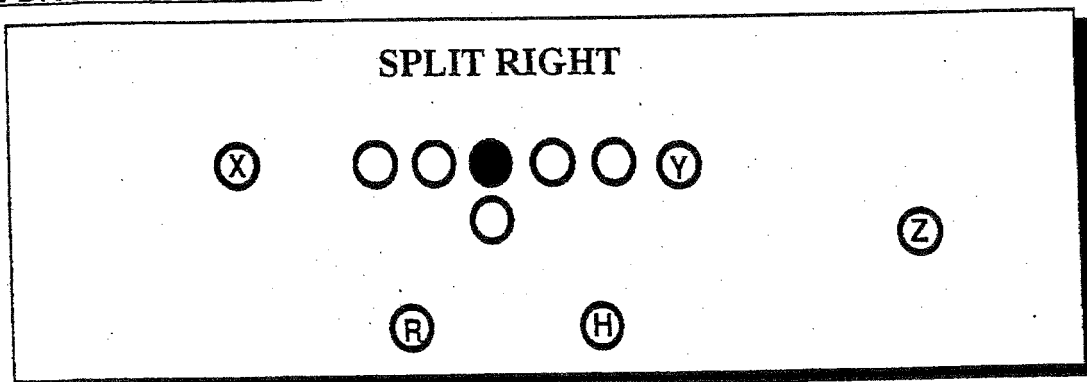
# FORMATION NOMENCLATURE

## BASE ALIGNMENTS BY H-BACK



- 1) The Y (TE) aligns to the call: Right/Left
- 2) The backs align by the formation called: Name
- 3) The Wide Receivers align by formation/variation call: Name
- 4) Run Strength - to the Y (TE) side.
- 5) Pass Strength - to the (2) two receiver side.

## 2 BACKS: (REGULAR)



*\* CHANGE IS THE SAME AS SPLIT WITH  
R-H SWITCHING POSITIONS*

# FORMATIONS

## TERMINOLOGY

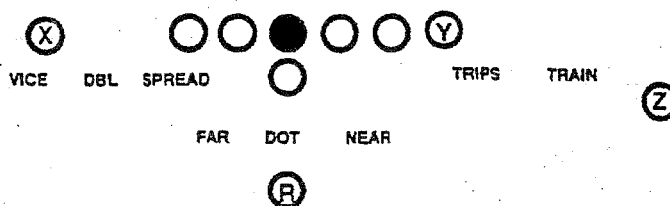
- |                |  |
|----------------|--|
| 1) STRONG SIDE | 2 RECEIVER SIDE ON PASS - Y ON RUN.          |
| 2) WEAK SIDE   | 1 RECEIVER SIDE ON PASS - OPEN SIDE ON RUN.  |
| 3) CLOSED SIDE | THE SIDE WITH AN END NEXT TO THE TACKLE      |
| 4) OPEN SIDE   | THE SIDE WITH NO END NEXT TO THE TACKLE      |
| 5) ON SIDE     | THE SIDE OF THE FORMATION TO THE PLAY        |
| 6) OFF SIDE    | THE SIDE OF THE FORMATION AWAY FROM THE PLAY |
| 7) Q POSITION  | BACK ALIGNED BEHIND THE QB                   |
| 8) T POSITION  | BACK ALIGNED BEHIND THE TACKLE               |
| 9) NORMAL      | X ALIGNED OPPOSITE Y AND Z                   |
| 10) SLOT       | Y ALIGNED OPPOSITE X AND Z.                  |
| 11) SHIFT      | RECEIVER/BACK MOVE THEN SET BEFORE THE SNAP  |

<u>TEAM</u>	<u>CONFIGURATION</u>	<u>SIGNAL</u>
REGULAR	1 TE - 2 WR - 2 BACKS	FIVE (5) FINGER
TIGER	2 TE - 2 WR - 1 BACK	ONE (1) FINGER
3 WIDES	1 TE - 3 WR - 1 BACK	THREE (3) FINGERS
E TEAM	0 TE - 3 WR - 2 BACKS	INDEX AND LITTLE FINGER
4 WIDES	0 TE - 4 WR - 1 BACK	FOUR (4) FINGERS
HEAVY	3 TE - 1 WR - 1 BACK	FIST
JUMBO	4 TE - 0 WR - 1 BACK	TWO (2) FISTS

## CALLING FORMATIONS

- 1) Any shift by TE or backs - STEM
- 2) Backfield set - DOT
- 3) Direction of TE (Y) - RT/LT
- 4) Receiver adjustment - TITE
- 5) Receiver/Back/TE motion  
-ZIP-SPEAR-LEAP

## BASIC H ALIGNMENTS



## MOVEMENT STARTS

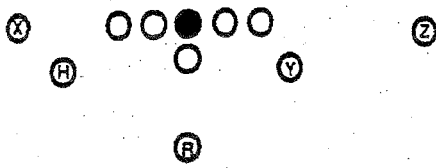
- 1) Shifts start after "Down" or "Down-Down"
- 2) TE/H quick motion start on 2nd color
- 3) X/Z motion start on 1st color
- 4) R motion starts on 1st color

\*Movement on "GO" snap count start with "flick" of QB's heel.

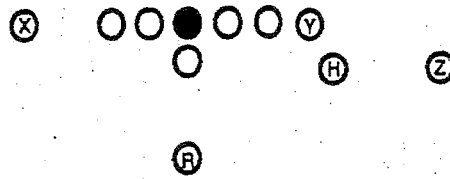
**HUSTLE CALL BY QB CALLS OFF ALL MOVEMENT AND SHIFTS DUE TO TIME.**

### (3) WIDES FORMATIONS

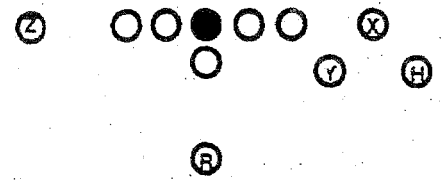
DOUBLE RT



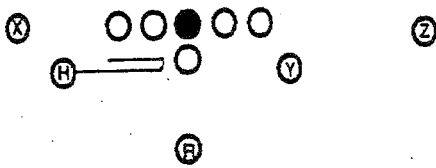
TRIPS RT



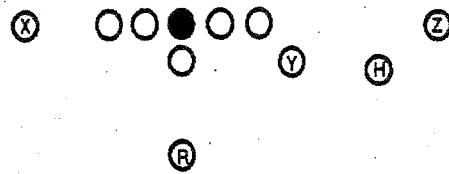
BUNCH RT



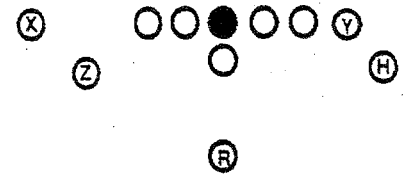
DOUBLE RT FAKE SPEAR



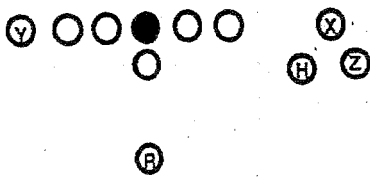
TRAIN RT



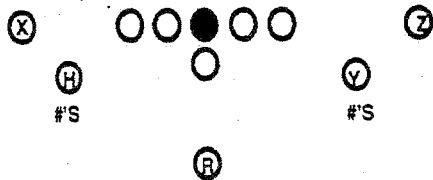
TWINS RT



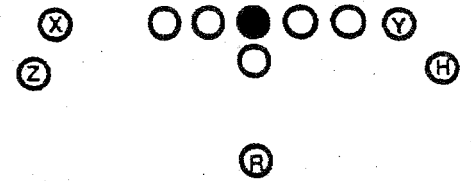
GANG LT



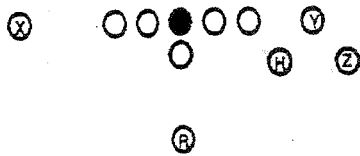
ROCKET RT



VICE RT



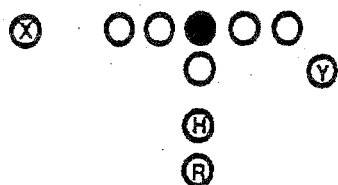
GROUP RT



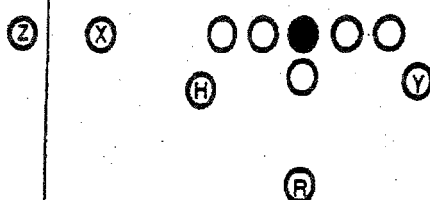


### (T)IGER-(R)EG. FORMATIONS

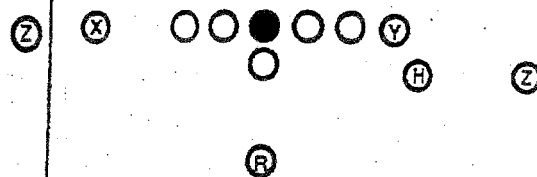
DOT RT



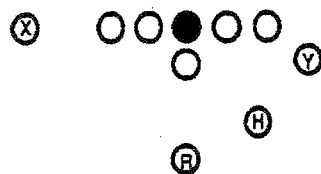
SPREAD RT



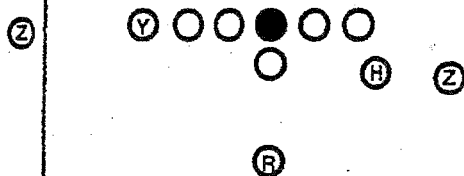
TRIPS AT



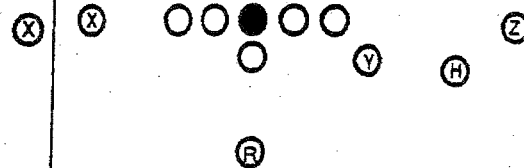
NEAR RT



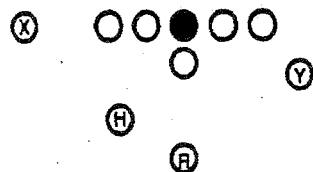
SPREAD LT SLOT



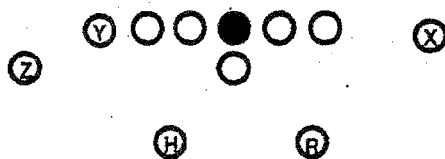
TRAIN RT



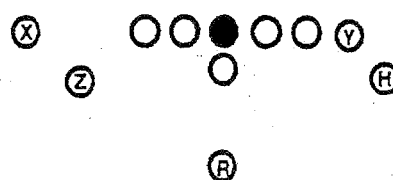
FAR RT



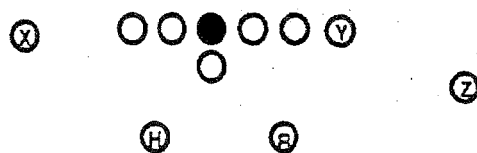
**SPLIT LT**



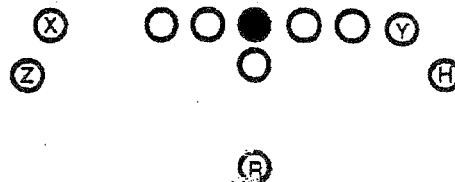
**TWINS RT**



CHANGE RT



VICE RT

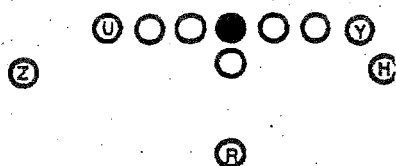


TANDEM RT

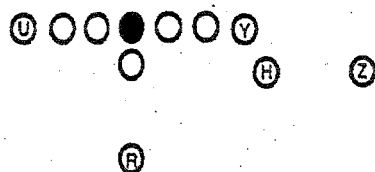


# (H)EAVY- (J)UMBO FORMATIONS

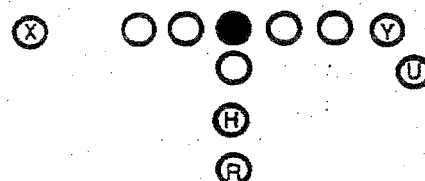
SQUEEZE RT



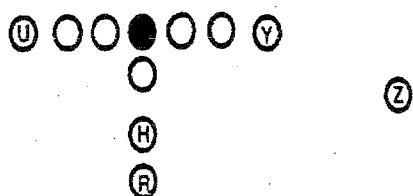
TRIPS RT (HEAVY)



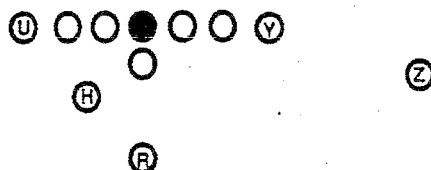
WING RT



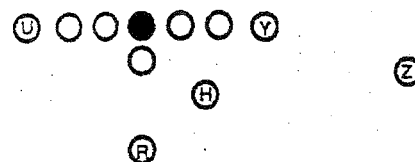
DOT RT (H)



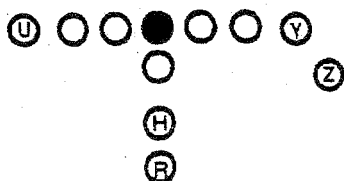
FAR RT (H)



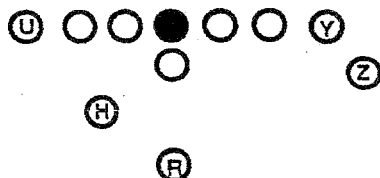
NEAR RT (H)



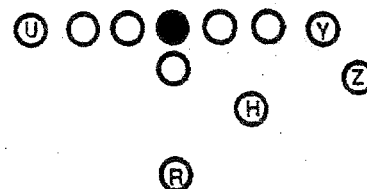
DOT RT (J)



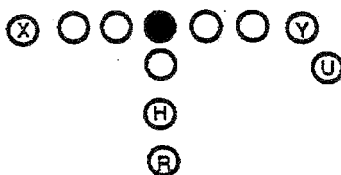
FAR RT (J)



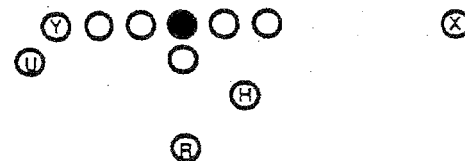
NEAR RT (J)



WING RT TITE



FAR LT WING (H)

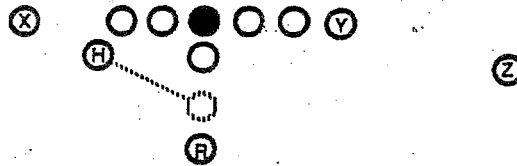


# MOVEMENT

## BASIC SHIFTS

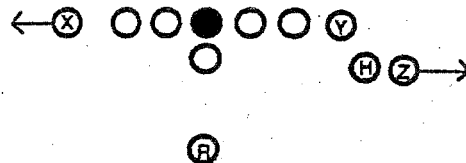
**SHIFT** - H MOVES TO FORMATION CALLED:

EXAMPLE: SHIFT SPREAD RT



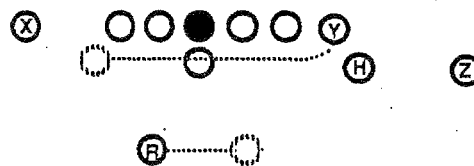
**POP** - X AND Z GO OUT TO FORMATION CALLED:

EXAMPLE: POP TRIPS RT



**STEM** - Y AND R START OPPOSITE AND MOVES TO FORMATION CALLED:

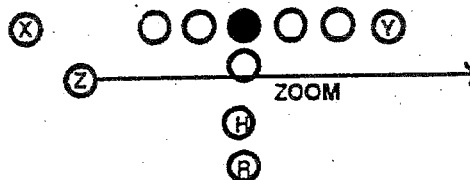
EXAMPLE: STEM TRIPS RT



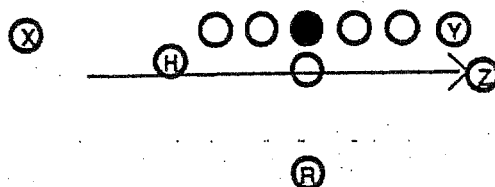
# MOTION

## Z MOTION

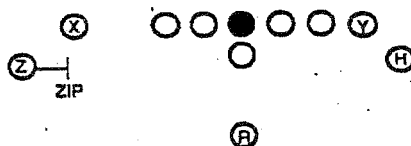
ZOOM - Z CROSSES BALL INTO THE FORMATION CALLED:  
EXAMPLE: ZOOM DOT RT



ZING - Z CROSSES BALL INTO FORMATION CALLED ENDING UP IN WING AREA  
STRONG. ALWAYS START WEAK.  
EXAMPLE: ZING SPREAD

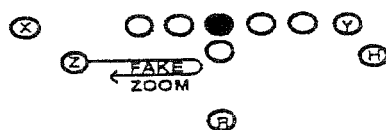


ZIP - Z GOES TOWARDS BALL: SHORT MOTION - LEAVE AFTER 2ND COLOR  
AND AUDIBLE: START AND END UP ON SAME SIDE.  
EXAMPLE: VICE RT ZIP

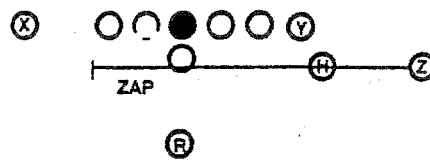


FAKE ZOOM - Z STARTS TO CROSS BALL FROM FORMATION CALLED  
THEN RETURNS: START AND END ON SAME SIDE.

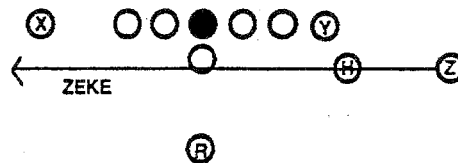
EXAMPLE: TWINS RT FAKE  
ZOOM



**ZAP** - Z CROSSES BALL FROM FORMATION CALLED TO AREA  
OFF WK TACKLE: START STRONG AND CROSS BALL WEAK.  
EXAMPLE: TRIPS RT ZAP



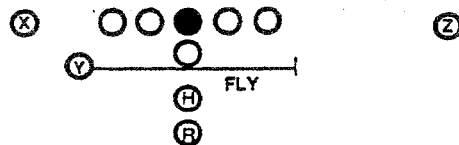
**ZEKE** - Z CROSSES BALL WK FROM FORMATION CALLED OUTSIDE  
WIDEST RECEIVER: START STRONG AND CROSS BALL WEAK.  
EXAMPLE: TRIPS RT ZEKE



## Y MOTION

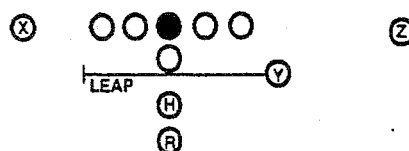
FLY - Y CROSSES BALL INTO FORMATION CALLED:

EXAMPLE: DOT RT FLY



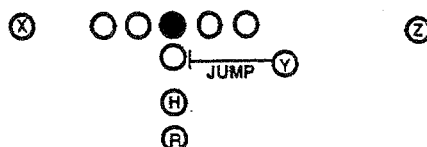
LEAP - Y CROSSES BALL FROM FORMATION CALLED:

EXAMPLE: DOT RT LEAP



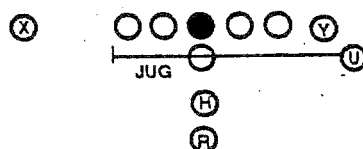
JUMP - QUICK MOTION BY Y TOWARDS BALL FROM FORMATION CALLED:  
2-3 STEP MOVEMENT.

EXAMPLE: DOT RT JUMP



JUG - JUMP MOTION BY U IN HEAVY: FROM STRONG TO WEAK.

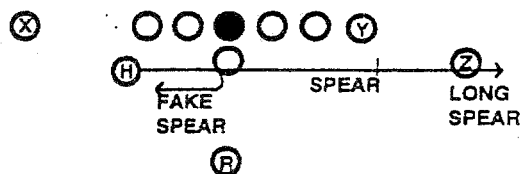
EXAMPLE: DOT RT JUG



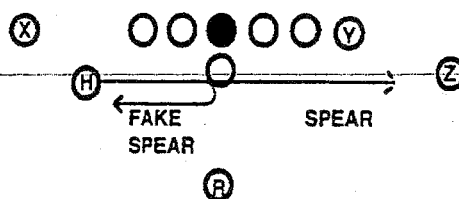
## H MOTION

**SPEAR** - H CROSSES BALL STRONG OUT OF FORMATION CALLED.  
START WEAK AND MOVE STRONG.

EXAMPLE: SPREAD RT  
FAKE SPEAR-SPEAR-LONG SPEAR

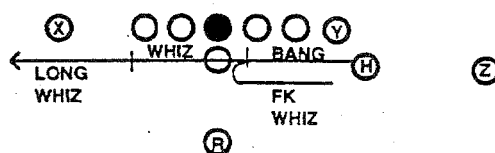


DOUBLE RT  
FAKE SPEAR-SPEAR



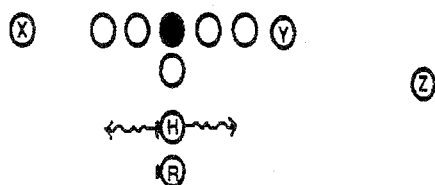
**WHIZ** - H CROSSES BALL WEAK OUT OF FORMATION CALLED TO  
THE AREA OFF THE WEAK TACKLE (WHIZ) OR PAST THE  
WIDEST RECEIVER (LONG WHIZ):

EXAMPLE: TRIPS RT  
WHIZ-BANG-LONG WHIZ-FAKE WHIZ



**HUMP** - 2 QUICK STEPS BY H OUT OF TH FORMATION CALLED  
TOWARDS HIS ASSIGNMENT (FAR/NEAR).

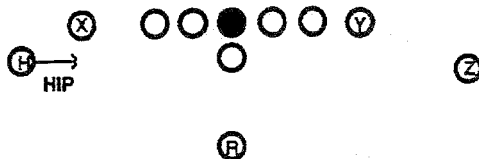
EXAMPLE: DOT RT HUMP



## H MOTION CONTINUED

**HIP** - H GOES TOWARDS BALL: SHORT MOVEMENT- START AND END UP ON SAME SIDE.

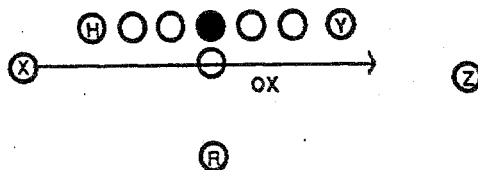
EXAMPLE: DBL RT HIP



## X MOTION

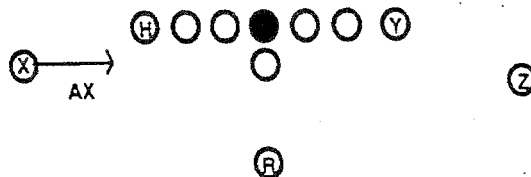
**OX** - X CROSSES BALL STR. OUT OF FORMATION CALLED: START WEAK AND MOVE STRONG.

EXAMPLE: SPREAD RT OX



**AX** - X GOES TOWARDS BALL OUT OF FORMATION CALLED BUT DOES NOT CROSS THE BALL.

EXAMPLE: SPREAD RT AX

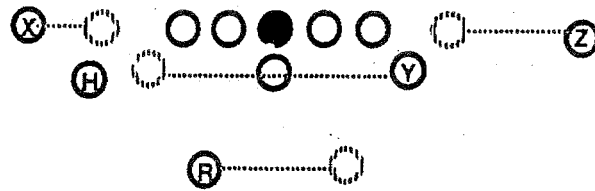




# COMBINATION SHIFTS

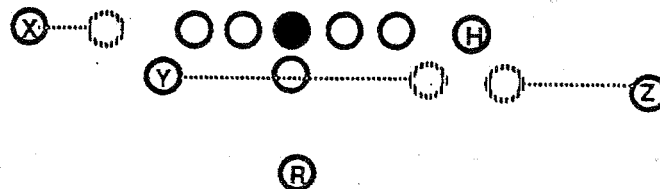
**EXPLODE - POP + STEM**

EXAMPLE: EXPLODE DBL RT



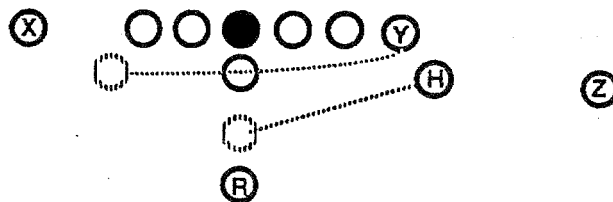
**SINK - STEM + REDUCE**

EXAMPLE: SINK BUNCH RT



**SHAFT - STEM + SHIFT**

EXAMPLE: SHAFT TRIPS RT



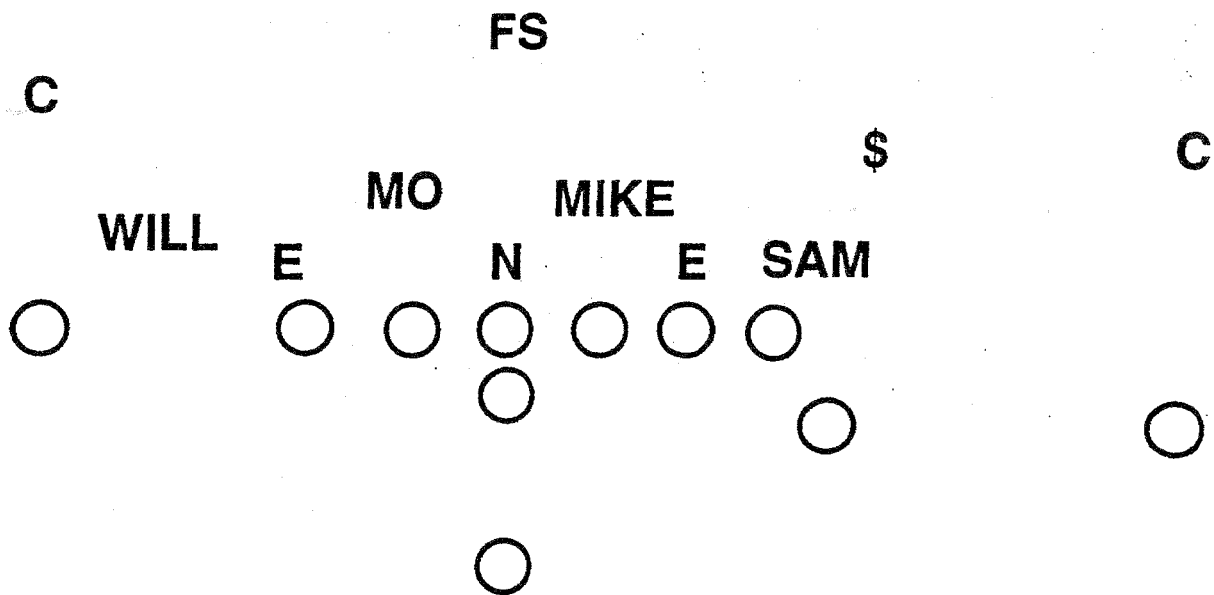
# PRE-SHIFT AND MOTION CHART

SHIFT					EXAMPLE
BASE SHIFT	SHIFT	STEM	EXIT	ZEBRA	
EXPLODE		STEM	POP	POP	EXPLODE DOUBLE RT
SINK		STEM	REDUCE	REDUCE	SINK BUNCH RT
SHAFT	SHIFT	STEM			SHAFT TRIPS RT

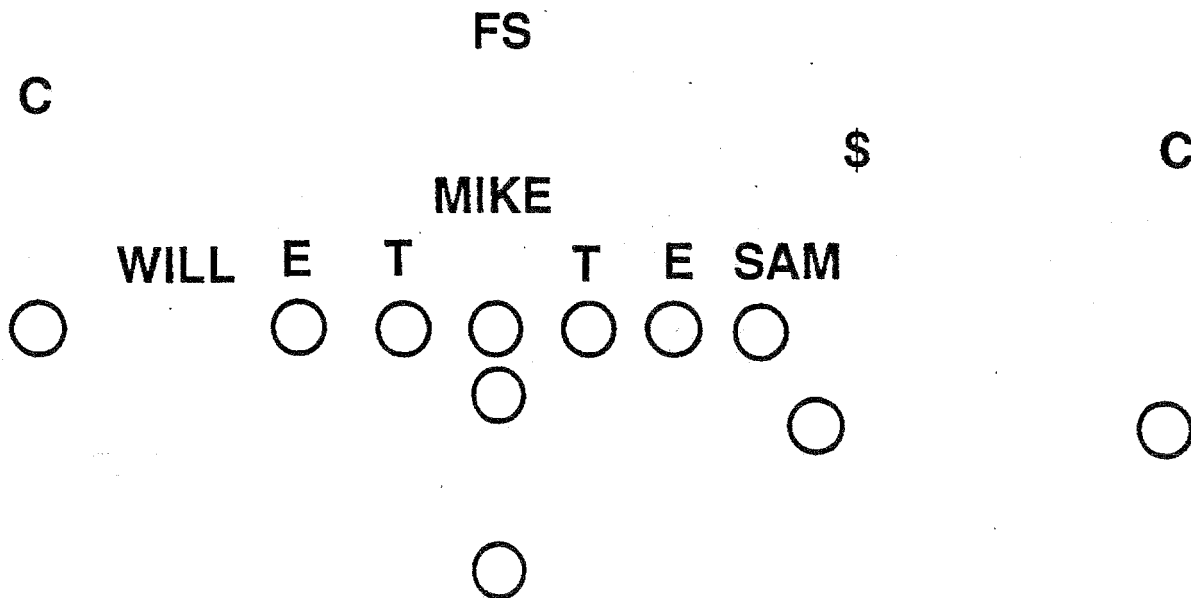
MOTION					EXAMPLE
	H	Y	X	Z	
CROSS BALL STR	SPEAR	FLY	OX	ZOOM-ZING	ZING TRIPS RT
CROSS BALL WK	WHIZ	LEAP		ZEKE-ZAP	TRIPS RT WHIZ
TO BALL	HIP (3) BANG (T)	JUMP	AX	ZIP	TRAIN RT HIP

# PERSONNEL IDENTIFICATION

34



43



# FRONTS

34

B E B N E B  
○ ○ ○ ○ ○ ○  
○

43

B E T B T E B  
○ ○ ○ ○ ○ ○  
○

EVEN

B B  
E T N E B  
○ ○ ○ ○ ○ ○  
○

UNDER

B B  
E T N E B  
○ ○ ○ ○ ○ ○  
○

43 UNDER

B B  
E T T E B  
○ ○ ○ ○ ○ ○  
○

EVEN WK

B B  
B E T T E  
○ ○ ○ ○ ○ ○  
○

OVER

B B  
B E N T E  
○ ○ ○ ○ ○ ○  
○

43 OVER

B B  
B E T T E  
○ ○ ○ ○ ○ ○  
○

44

B B  
\$ E T T E B  
○ ○ ○ ○ ○ ○  
○

EAGLE

B B  
B T N T B  
○ ○ ○ ○ ○ ○  
○

43 EAGLE

B B B  
E T T E  
○ ○ ○ ○ ○ ○  
○

42 NIC

B B  
E T T E  
○ ○ ○ ○ ○ ○  
○

BEAR EAGLE

B B  
B T N T B B  
○ ○ ○ ○ ○ ○  
○

56

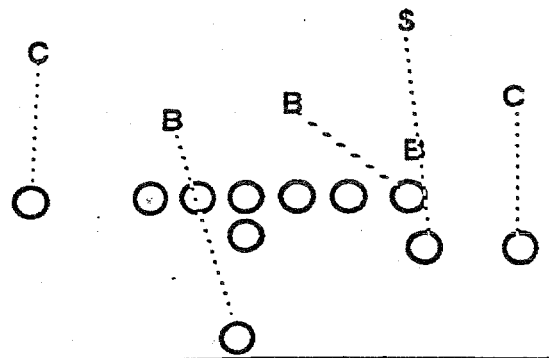
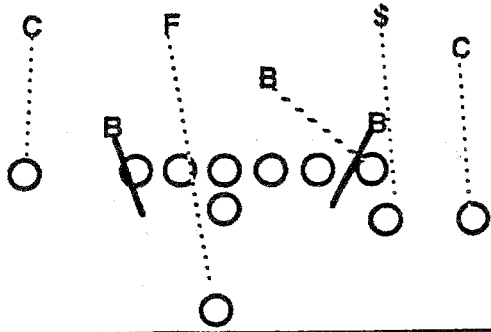
B B  
B E N T E B  
○ ○ ○ ○ ○ ○  
○

BEAR EAGLE FIST

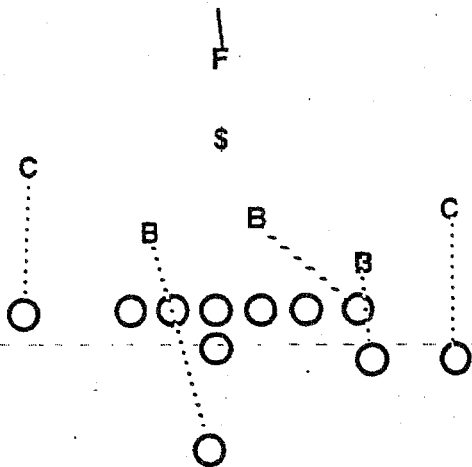
F B  
B T N T B B  
○ ○ ○ ○ ○ ○  
○

DEFENSES

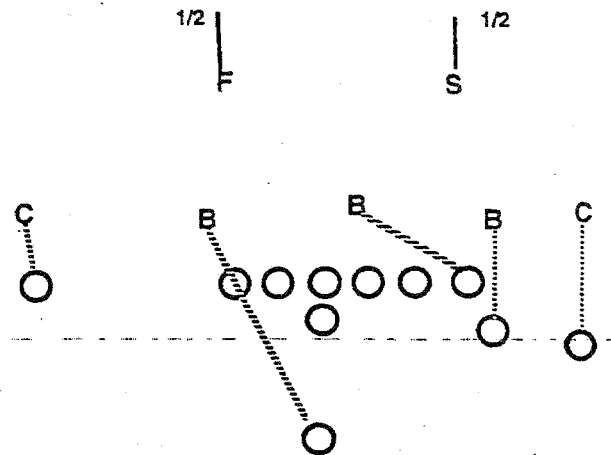
MAN COVER 1  
COVERAGES



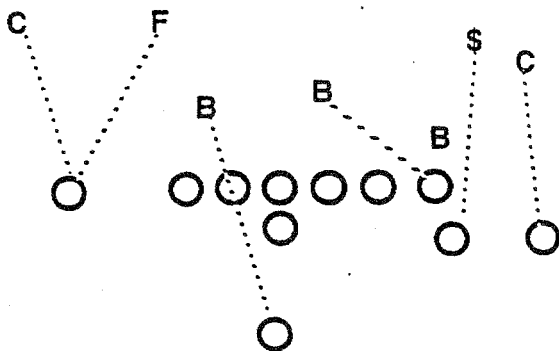
**COVER 1 LURK**



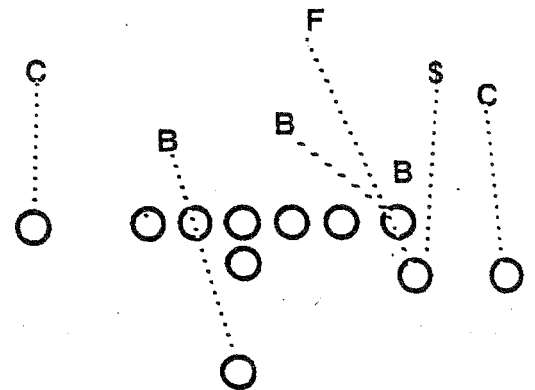
**COVER 2 MAN**



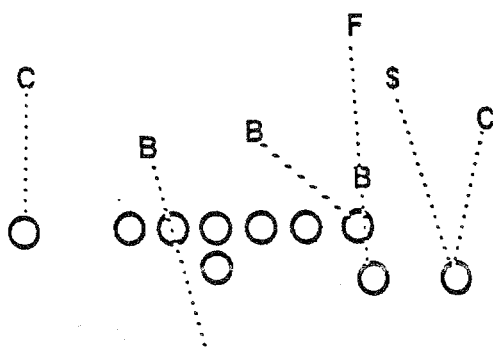
COVER 6X



**COVER 5Y**



**COVER 5Z**

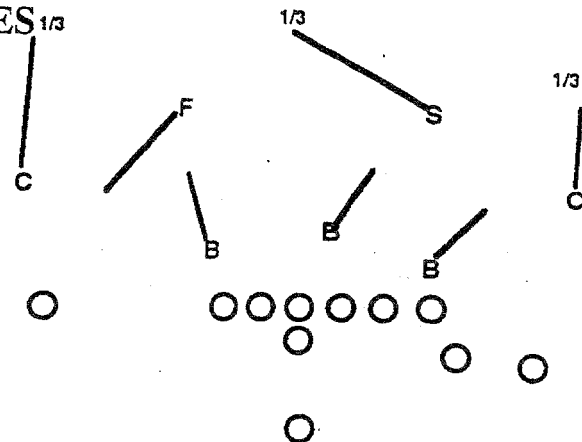
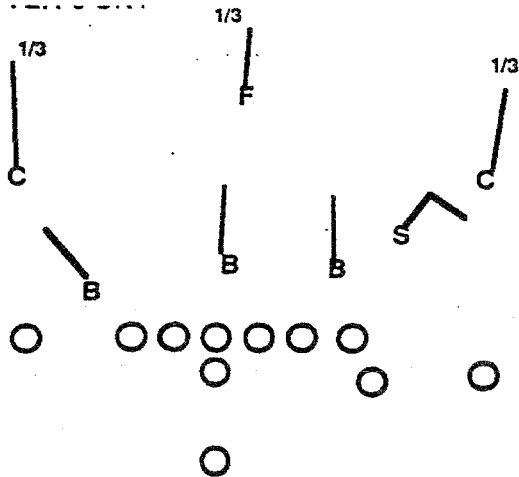


## DEFENSES

# COVERAGE IDENTIFICATION SYSTEM

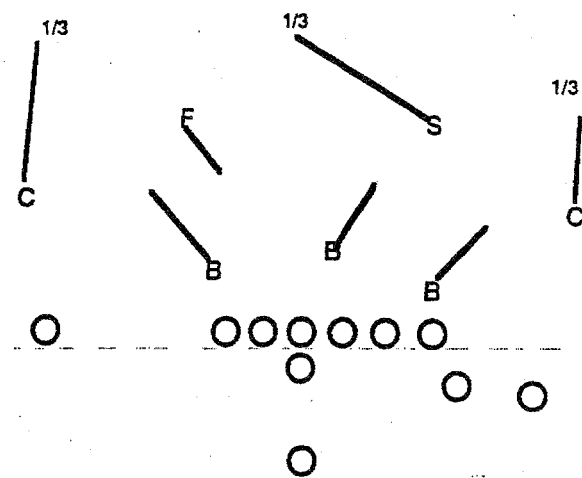
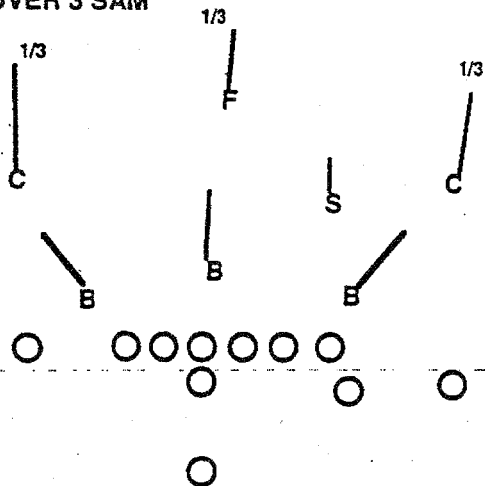
<u>NUMBER</u>	<u>TYPE</u>
0	MAN COVERAGE NO FIELDER IN MIDDLE OF FIELD (MOFO)
1	MAN FREE: FIELDER IN MIDDLE OF FIELD (MOFC)
1 LURK	MAN FREE WITH A FREE COVER MAN (LURK) IN THE MIDDLE
2	2 DEEP / 5 UNDER ZONE (MOFO)
2 MAN	2 DEEP / 5 UNDER MAN (MOFO)
3	3 DEEP STRONG ROTATION ZONE (MOFC) 3 SKY = 3 DEEP STRONG SAF. ZONE 3 SAM = 3 DEEP SAM EXCHANGE 3 CLOUD = STRONG ROLL
4	3 DEEP WEAK ROTATION ZONE (MOFC) 4 SKY = 3 DEEP WK SAF. ZONE 4 WILL = 3 DEEP WILL EXCHANGE 4 CLOUD = WEAK ROLL
5	COMBINATION MAN/MAN WITH SAF. WORKING STRONG
6	COMBINATION MAN/MAN WITH SAF. WORKING WEAK
8	WEAK ROTATION ZONE: WEAK = 2 STRONG = READ (MOFC)

# ZONE COVER 4 SKY COVERAGES



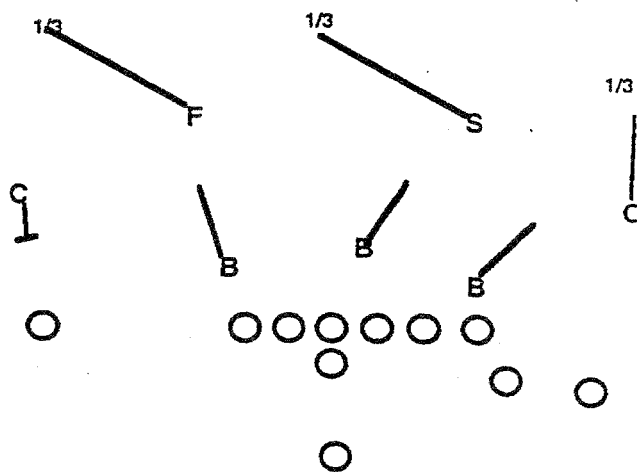
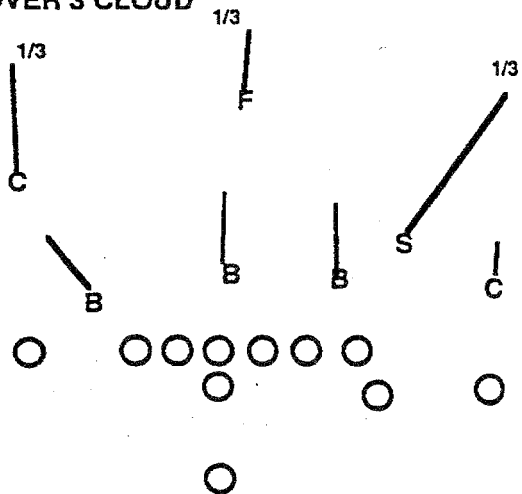
COVER 3 SAM

COVER 4 WILL



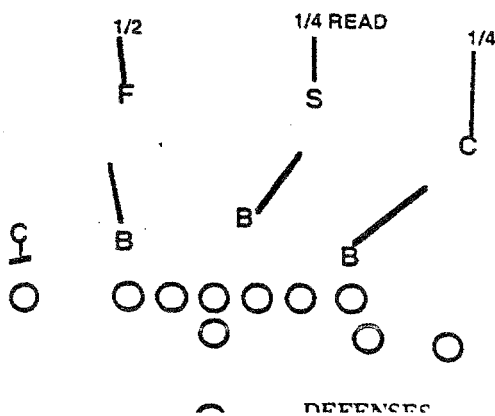
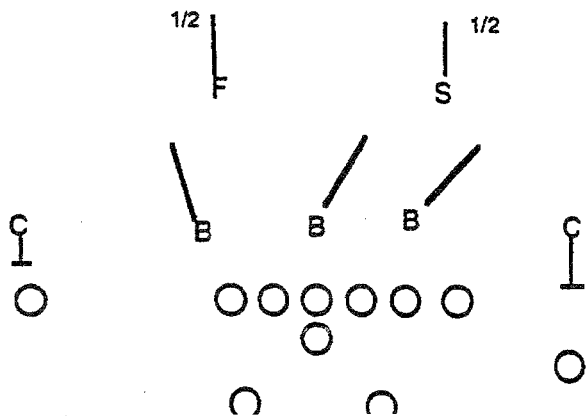
COVER 3 CLOUD

COVER 4 CLOUD



COVER 2

COVER 8







# RUN PLAYS

RUN MECHANICS	1
RUN CHECKS	2

## ZONE

40/50 GUT	3
20/30 GUT	4
60/70 OUTSIDE	5
60/70 OUTSIDE WK	6
80/90 TEX	7
80/90 TOSS	8

## MAN

40/50 ISO	9
40/50 SLIDE	10
40/50 MAN	11
60/70 MAN	12
80/90 MAN	13

## DRAWS

HOUND DRAW	14
20/30 DRAW	15
20/30 PAINT	16
20/30 BRUSH	17

## TRAPS

12/13 TRAP	18
14/15 TRAP WK	19
14/15 O	20
14/15 O WK	21

## (3) WIDES RUNS

60/70 OUTSIDE	22
60/70 TREY	23
20/30 TREY	24

## SPECIALS

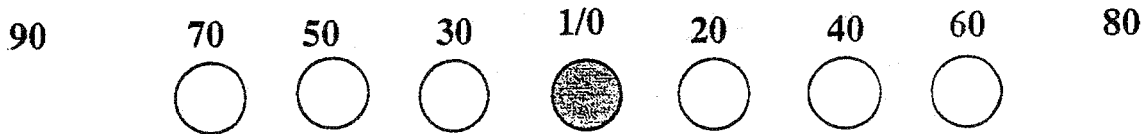
80/90 SWEEP	25
80/90 PITCH	26
80/90 SALLY-ROSE	27
H BEHIND	28
40/50 WHEEL	29

# RUN MECHANICS

## HOLE NUMBER SYSTEM

Even numbers right

Odd numbers left



Each hole indicates the area to be blocked

For each play, the point of attack will have a descriptive word added to describe the backfield action and blocking scheme.

Run strength is the TE (Y) side.

Run play example: **TRIPS RIGHT 40 GUT**

SPREAD RT- FORMATION AND DIRECTION

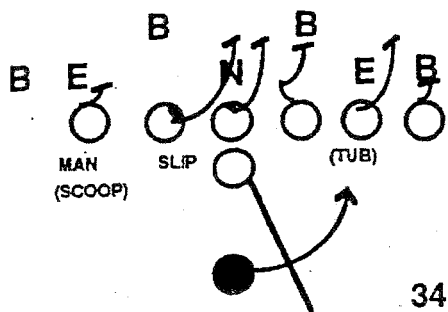
40- HOLE

GUT- BLOCKING-BACKFIELD ACTION-BALL HANDLING

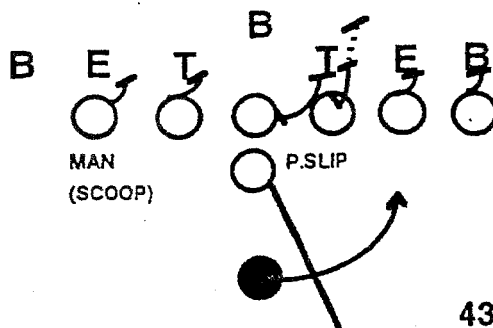
# RUN CHECKS

PLAY	NO.	SERIES	AUDIBLE	PRIORITIES	OPTIONS
GUT	40/50	ZONE	GEORGIA	1. TO BUBBLE 2. TO 4 MAN SIDE	✓ OPP TO REDIRECT
GUT	20/30	ZONE	GEORGIA	1. SOLID = 20 GUT 2. ANY FRONT	
OUTSIDE	60/70	ZONE	OMAHA	1. UNBLOCKED \$ 2. TO TFX SIDE 3. ✓ WITH (T) SPRD 4. 'KILL' WITH (R) FAR	✓ OPP TO REDIRECT "KILL" TO INSIDE GUT
TOSS (TEX)	80/90	ZONE	TULSA	1. UNBLOCKED \$ 2. TO TEX SIDE 3. ✓ WITH (T) SPRD 4. 'KILL' WITH (R) FAR	✓ OPP TO REDIRECT (T) "KILL" TO INSIDE GUT (R)
TREY (WK)	20/30	ZONE	TREY	1. WK VS 3 MAN SIDE 2. COUNT BEGINS STR A GAP	✓ OMAHA G/L "A" TO B.A.P.
TREY (WK)	60/70	ZONE	TREY	1. WK VS 3 MAN SIDE 2. COUNT BEGINS STR A GAP	✓ OMAHA G/L "A" TO B.A.P.
ISO	40/50	MAN		1. UNBLOCKED \$ 2. TO BUBBLE	"MOVE" TO TAKE Y/H TO BUBBLE
SLIDE	40/50	MAN	SLIDE	1. PREFER REDUCTION 2. ✓ AWAY FROM FS DROP	✓ OMAHA - B.A.P.
MAN	40/50 80/90	MAN	CHICAGO	1. ALL FRONTS 2. ACCOUNTS FOR \$	
PITCH (WK)	80/90	MAN		1. TACKLE AND H ADJUST TO END AND WILL 2. WK GUARD BACK = TOSS	ALERT EXTRA DB
OUTSIDE (WK)	60/70	MAN		1. TACKLE AND H ADJUST TO END AND WILL	ALERT EXTRA DB K' TO 20/30 GUT
POWER O	60/70	MAN		1. MUST ACCOUNT FOR \$	✓ TO B.A.P.
"O"	14/15	MAN		1. PREFER TO REDUCTION 2. MUST ACCOUNT FOR \$	"MOVE" TO TAKE Y/H TO RED ✓ OPP VS \$
TRAP (STR)	12/13	MAN	STORM	1. TO '3' TECH 2. IF '1' SOLID 3. TO BUBBLE COULD BE 14/15 OR SOLID	✓ OPP
TRAP (WK)	14/15	MAN	STORM	1. TO '3' TECH 2. TO BUBBLE BECOMES 14/15 3. TO '1' ✓ STRONG	✓ OPP.
DRAW	PHB	MAN		1. UNBLOCKED \$ 2. TO BUBBLE	
DRAW (R)(T)	20/30	MAN		1. FOLD TO THE HOLE 2. POSS. TOE BY TE/TACKLE	
PAINT (3)	20/30	MAN		1. 6 IN THE BOX 2. FOLD TO THE HOLE	"A" B.A.P.
BRUSH(4)	20/30	MAN		1. 6 IN BOX 2. OPP TO BUBBLE	"A" OPP TO BUBBLE OR B.A.P.
SALLY/ROSE	80/90	MAN		1. CAN NOT RUN WITH 3RD MAN IN L.O.S OR EXTREMELY WIDE DE	A' B.A.P. "KILL" TO DESIGNATED RUN

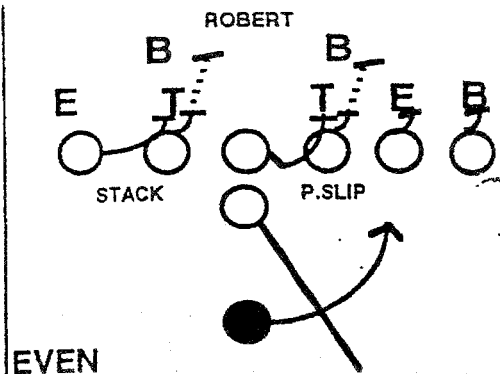
# 40/50 GUT



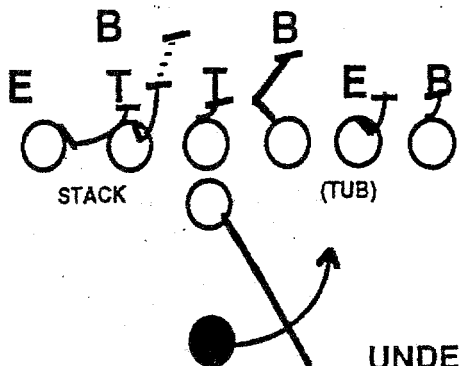
34



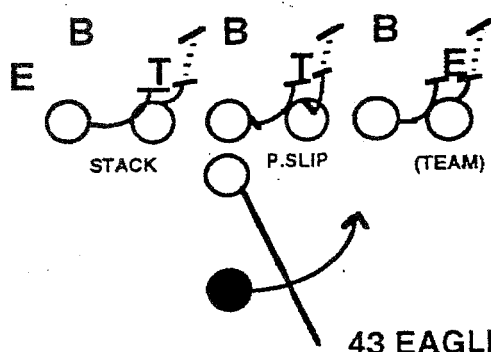
43



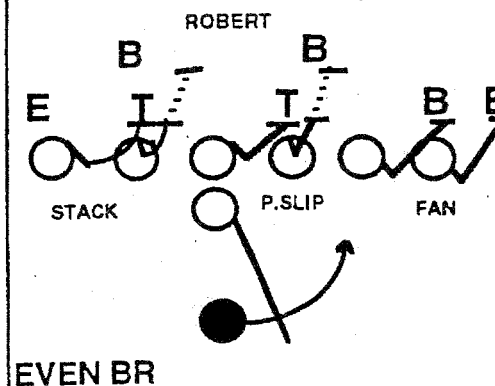
EVEN



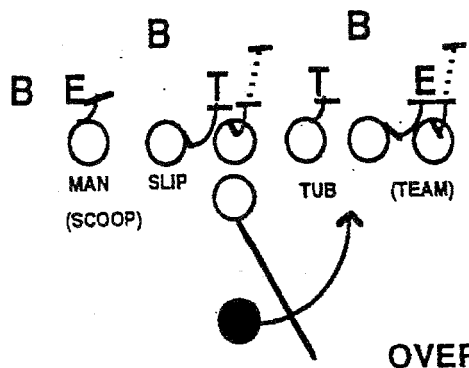
UNDER



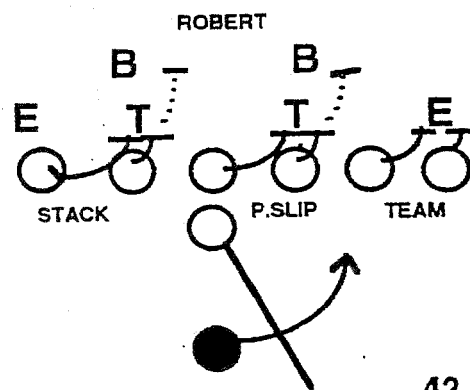
43 EAGLE



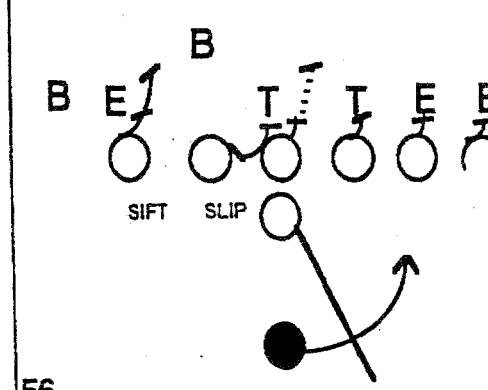
EVEN BR



OVER

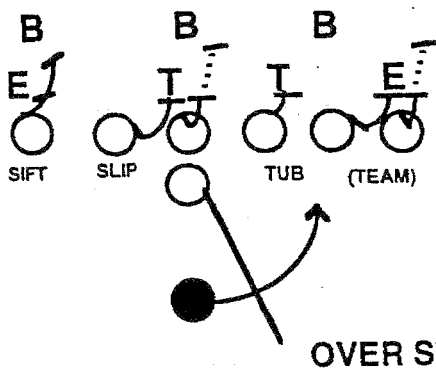


42



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## 40/50 GUT



OVER ST

### TIGHT END

-REACH#3(S). MANvsReduction, Poss. (Team). FANvs Bear Eagle, "Bronco", or "Wide" looks.

### ONTACKLE

-REACH#2(DE). MANvs34, UN, TUBvsReductions, Poss. (Team). FAN Bear Eagle, "Bronco" or "Wide" looks.

### ONGUARD

-REACH#1 (M). P. SLIPvs. 34, UN, 43, EV. Poss. (Tub). TUBVsReduction

### CENTER

-REACH#0(N). P. SLIPvs. 34, UN, 43, EV. STACKvsUN, Poss. (Tub)

### OFFGUARD

-REACH #1Wk. MANCutoffvs34, Poss. (Slip). STACKvsReduction.

### OFFTACKLE

-REACH#2Wk (DE). STACKvsReduction.

Alert SCOOP/SAFETY.

### OFF TE

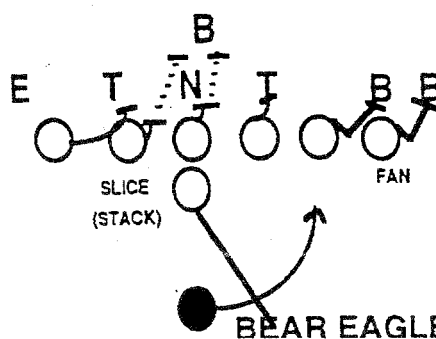
-REACH#3wk (W). AlertSCOOP/SAFETY.

### X

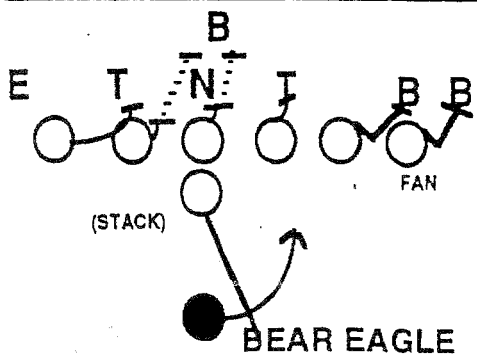
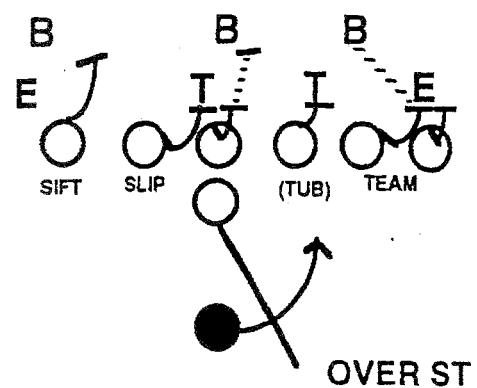
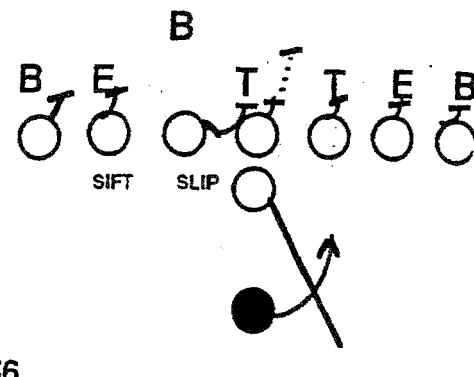
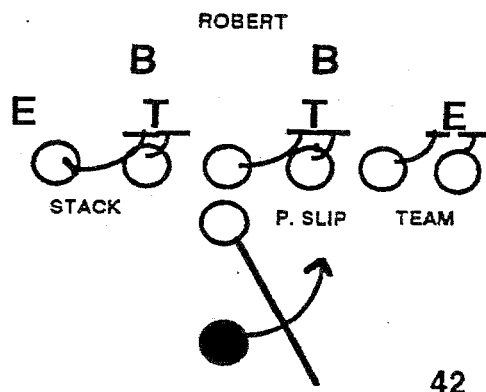
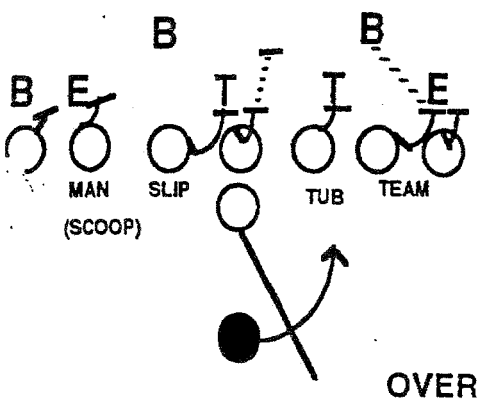
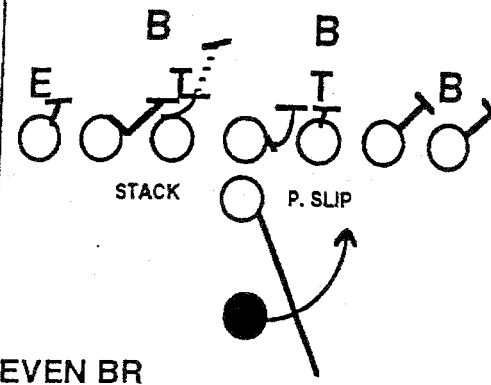
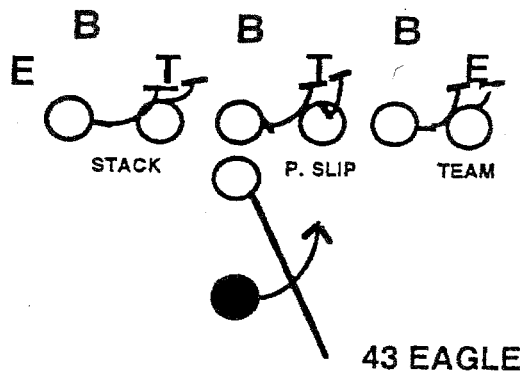
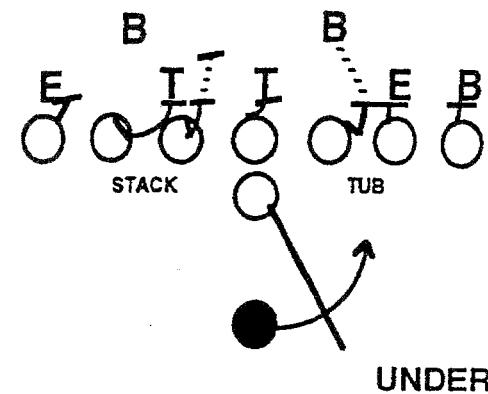
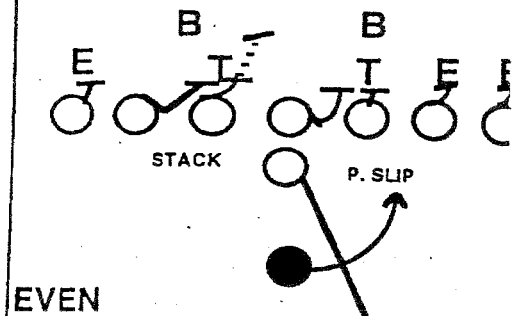
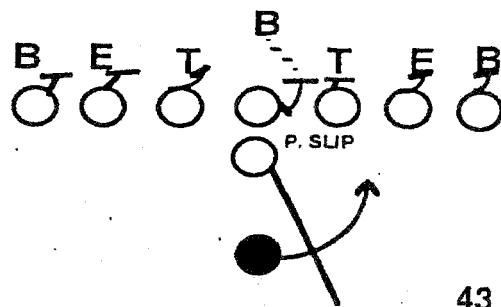
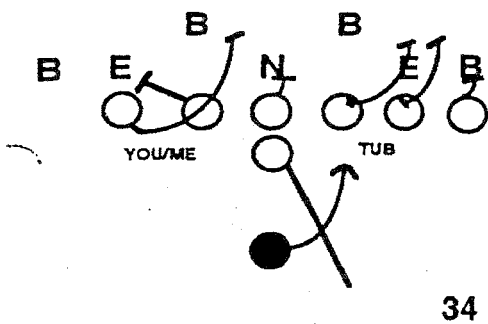
-DF 2

### Z

-FORCE.



BEAR EAGLE



20/30 GUT  
TIGHT END

ONTACKLE

ONGUARD

CENTER

OFF GUARD

OFFTACKLE

OFF TE

X

Z

\*\*\*\*ALERT (6)CALL vs. Nickel Fronts\*\*\* ALERT (SOLID)

-REACH #3(S). MAN vs Reduction. Poss. (Team). FAN vs Bear Eagle, "Bronco", or "Wide" looks.

-REACH #2(DE). MAN vs 34, UN. TUB vs Reduction, Poss. (Team) FAN vs Bear Eagle, "Bronco" or "Wide" looks.

-REACH #1(M). P. SLIP vs. 34, UN, 43. EV. Poss. (Tub) TUB vs Reduction.

-REACH #0(N). P. SLIP vs. 34, UN, 43. Poss (Tub). STACK vs Reduction. Poss. (Tub).

-REACH #1 Wk. (M). Poss. (Slip) vs 34. STACK vs Reduction. Poss. YOU/ME vs Bubble.

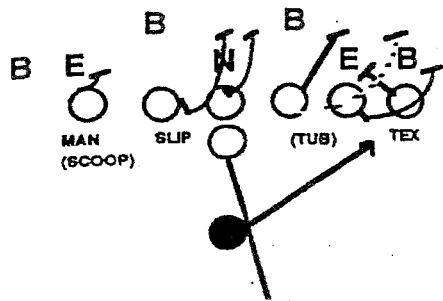
-REACH #2 Wk. (DE). STACK vs Reduction. Alert SCOOP/SAFETY. Poss. YOU/ME vs Bubble.

-REACH #3 wk. (W). Alert SCOOP/SAFETY.

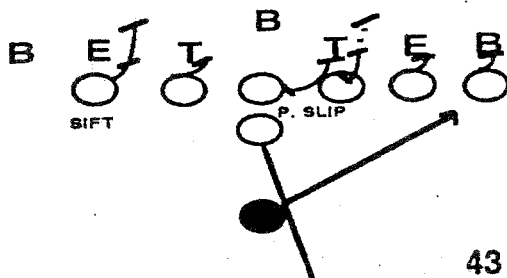
-FORCE.

-FORCE

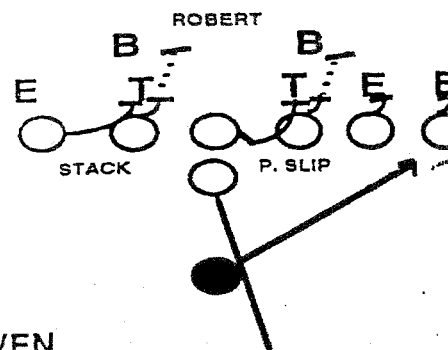
# 60/70 OUTSIDE



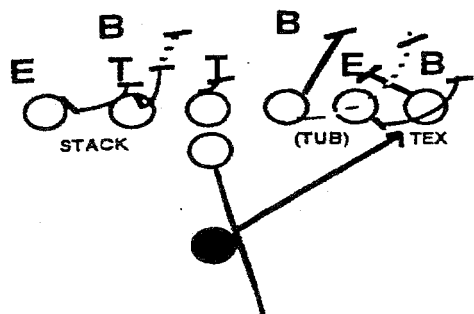
34



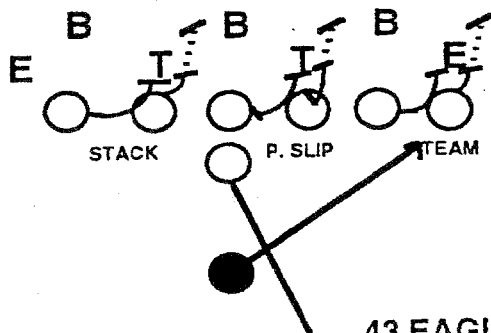
43



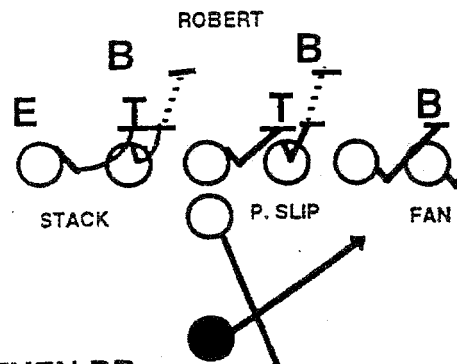
EVEN



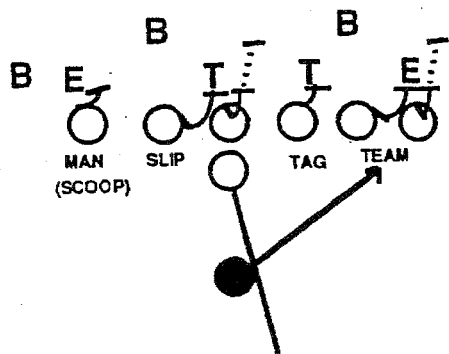
UNDER



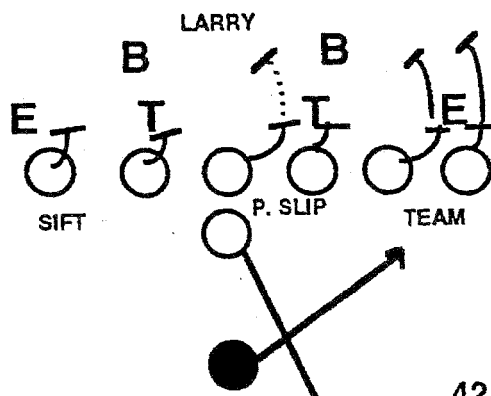
43 EAGLE



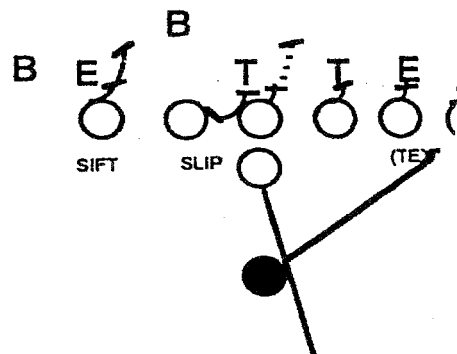
EVEN BR



OVER



42



56

## 60/70 OUTSIDE ONTACKLE

ONGUARD

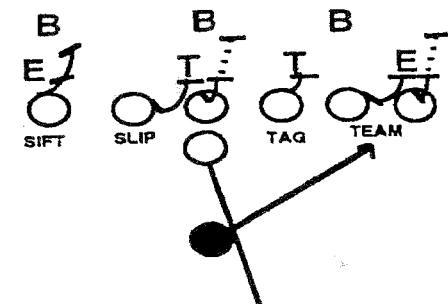
CENTER  
OFF GUARD

OFFTACKLE

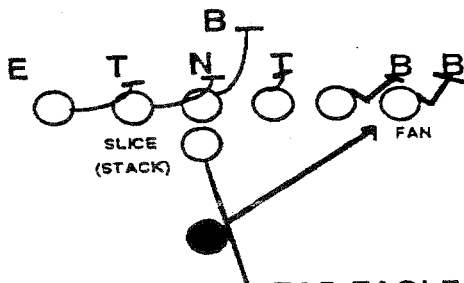
TE

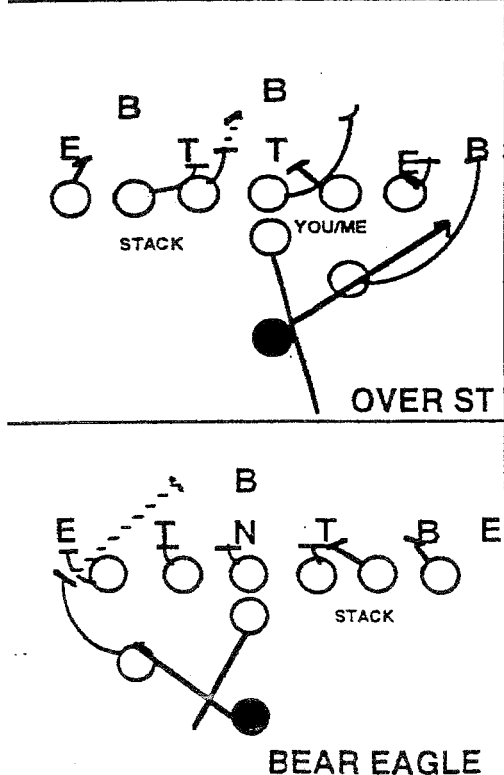
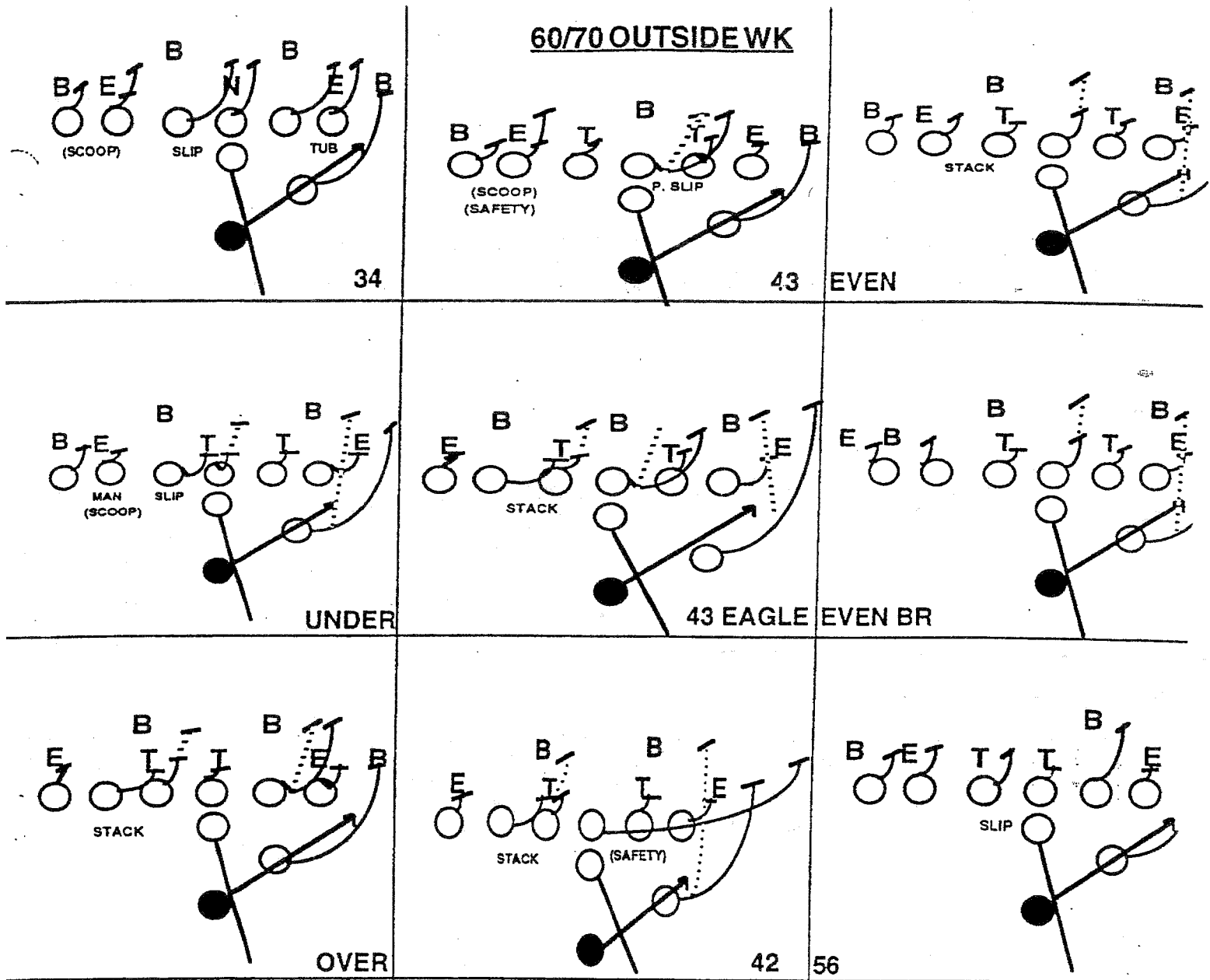
OFF TE  
X  
Z

- TEXCall.REACH#2(DE).Poss.(Tub)vs34.TAGvs Reductions. Poss. (Team). FANvs Bear Eagle, "Bronco" or "Wide" looks. Alert TRIPLE. C.P Vs9 Tech
- REACH#1(M).P. SLIPvs.34,UN,43.Poss(Tub).Alert YOU/ ME. TAG Vs. Reduction.
- REACH#0(N).P. SLIPvs. 34,UN,43. Poss. (Slip)Alert(Y/ME)
- REACH#1 Wk.(M).Poss.(SLIP)vs34.STACKvs Reduction. Poss. YOU/ME Vs Bubble.
- REACH#2Wk.(DE).STACKvsReduction.Alert SCOOP/SAFETY.
- TEXCall.REACH#3(S).TAGvsReduction,Poss.(Team). FANvs Bear Eagle, "Bronco", or "Wide" looks. Alert TRIPLE. C.P. vs9 Tech
- REACH#3wk.(W).Alert SCOOP/SAFETY
- DF2.
- FORCE.



OVER ST





60/70 OUTSIDE WK

ONTACKLE

-REACH#2(DE) Poss.(TUB)vsBubble

ONGUARD

-REACH#1 Poss(Tub).Alert YOU/ME.

CENTER

OFF GUARD

-REACH#0(N). Alert YOU/ME.(POSS.P.SLIP)vsUncoverec  
-REACH#1Wk.(M).Poss.(SLIP)vs34.STACKvs  
Reduction. Poss. YOU/ME Vs Bubble.

OFFTACKLE

-REACH#2Wk.(DE).STACKvsReduction.Alert  
SCOOP/SAFETY.

TE

.REACH#3: FANvs,"Bronco",or"Wide" Alert(SCOOP/  
SAFETY)

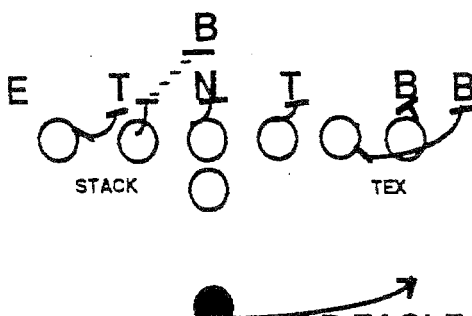
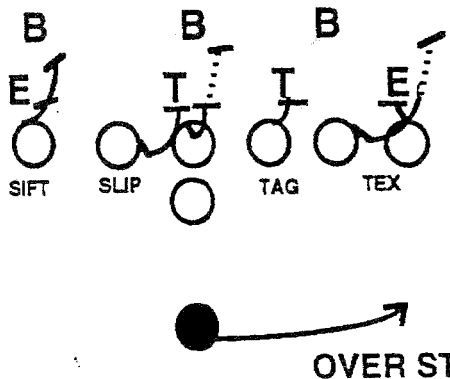
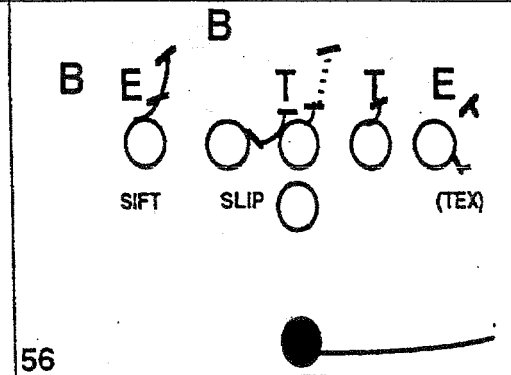
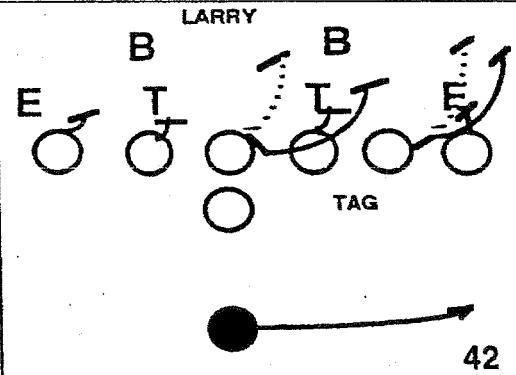
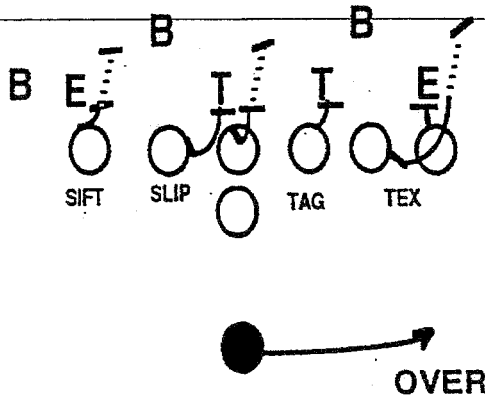
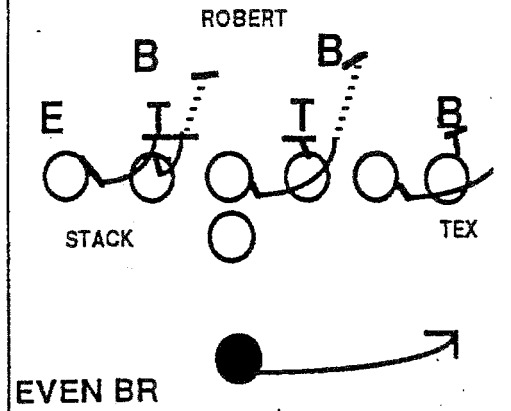
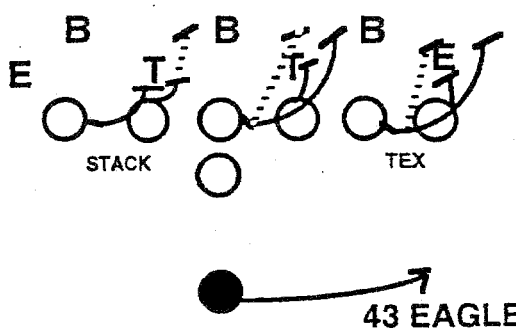
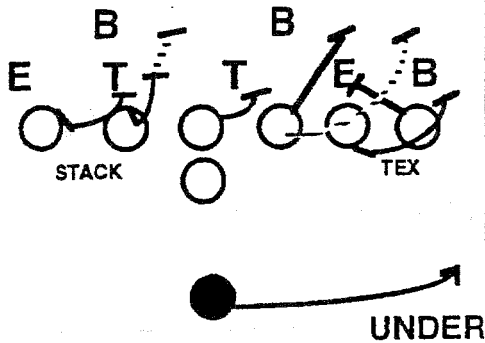
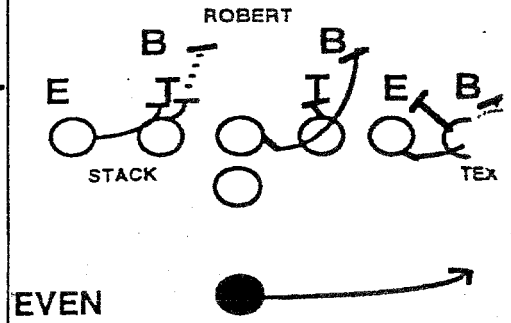
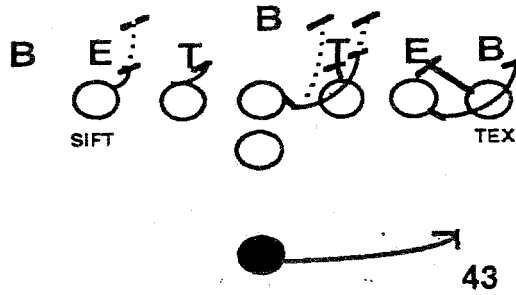
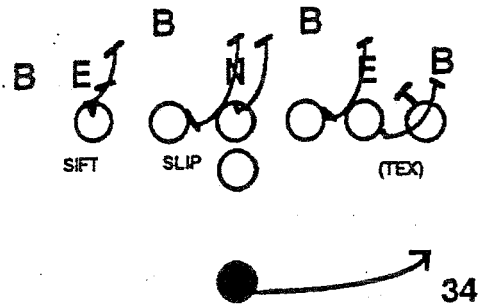
X

-FORCE

Z

-DF2

# 80/90 TEX



## 80/90 TEX TIGHTEND

ONTACKLE

ONGUARD  
CENTER

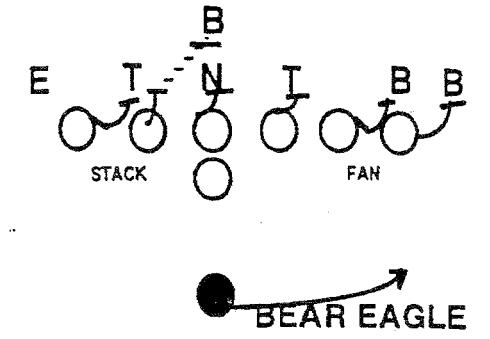
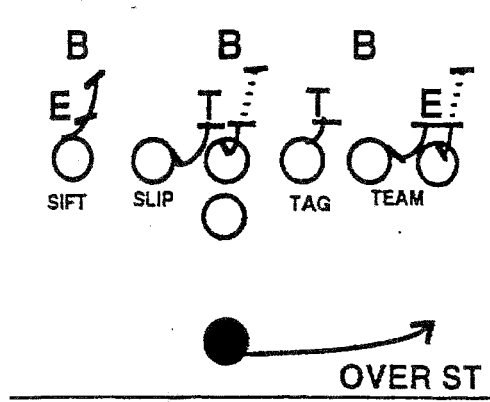
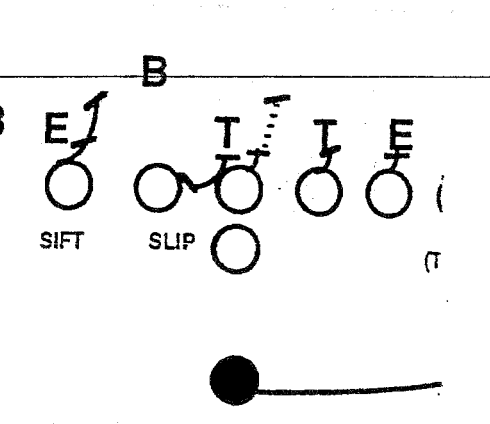
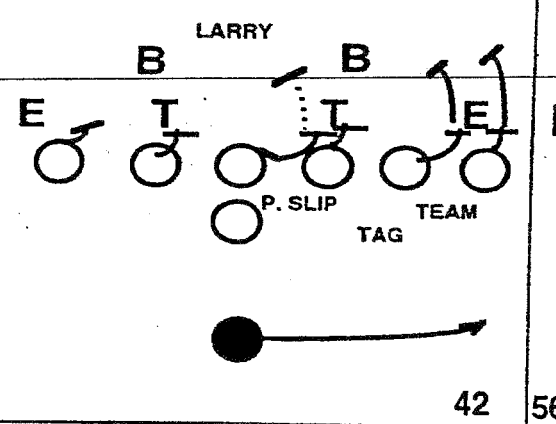
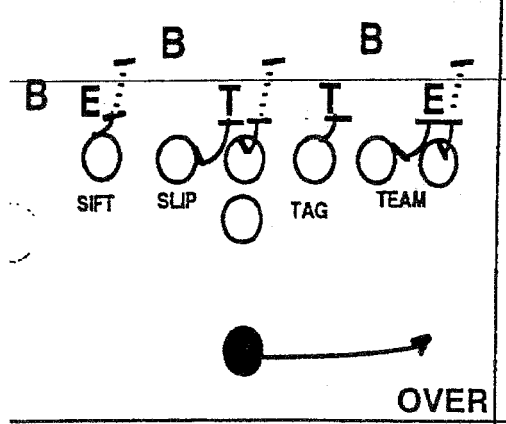
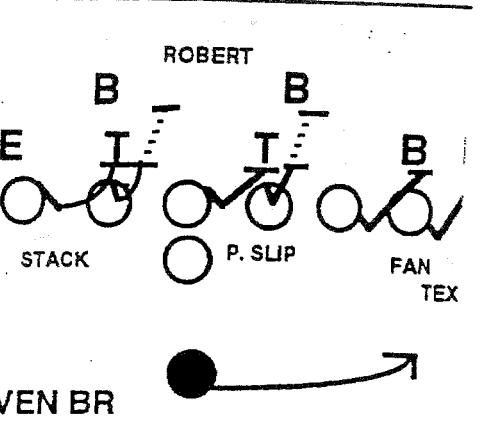
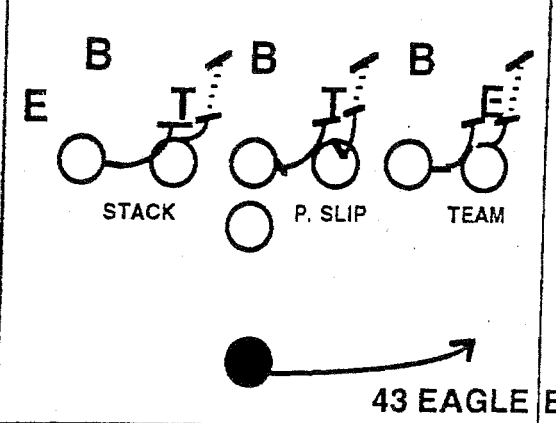
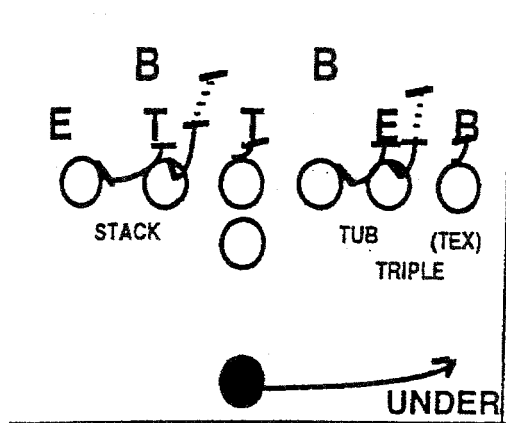
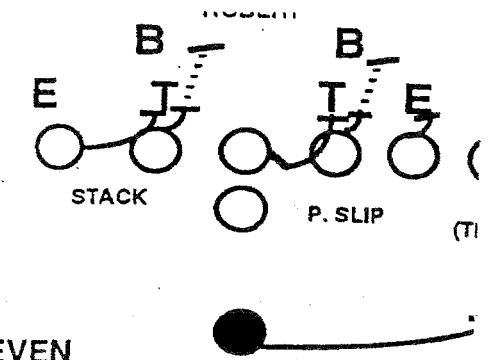
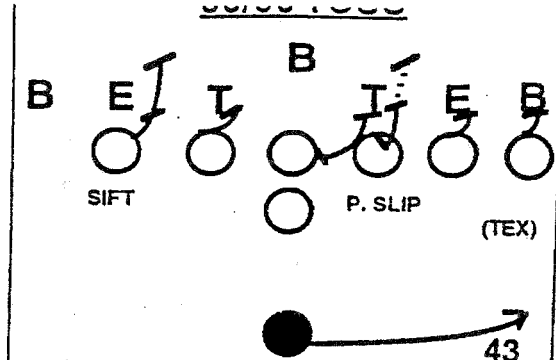
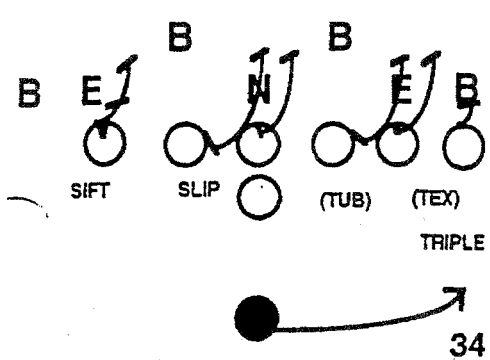
OFF GUARD

OFFTACKLE

OFF TE  
X  
Z

- TEX block D-End: Poss.(TAG)vs. Reduction. C.P. Vs Eagle (Standup Lber)
- Pull block Sam, force outside Vs Bubble, Flat Look
- OPTION Block vs Reduction. Poss. TAG
- Reach #1 (M) Alert YOU/ME
- REACH #0 (nose). OPTION vs Uncover Alert YOU/ME
- REACH #1 (M). Poss. (Slip) vs. 34. STACK vs Reductions. Poss. YOU/ME Vs Bubble.
- REACH #2 (DE) SIFT. STACK vs. Reductions Alert SCOOP/SAFETY.
- REACH #3 wk. (W). Alert SCOOP/SAFETY.
- DF 2.
- FORCE.





80/90 TOSS  
TIGHTEND

ONTACKLE

ONGUARD

CENTER

OFFGUARD

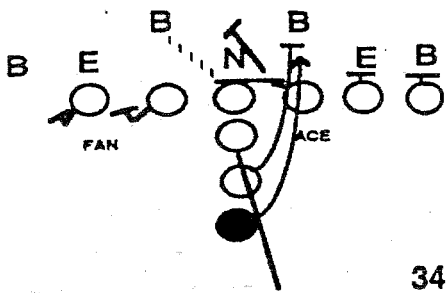
OFFTACKLE

OFF TE  
X  
Z

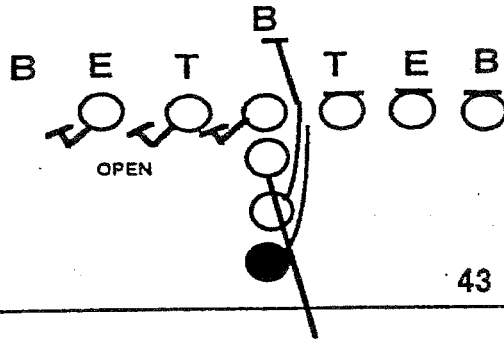
TOSSCRACK:

- REACH#3(S).Poss.(Tag)vs.Reduction.FANvsBear Eagle,"Bronco"or"Wide"looks.AlertTEX. Poss. TRIPLE. C.P. vs 9 Tech.
- REACH#2(DE).Poss.(Tub)vs.34 TAG vs.Reduction.Poss.(Team)AlertTEX. Poss./TRIPLE
- Reach#1(M)..P.SLIPvs34,UN,43.Poss.(Tub) Alert YOU/ME
- REACH#0(nose)P.SLIPvs.34,UN,43.Poss.(Slip) .AlertYOU/ME .
- REACH#1(M).Poss.(Slip)vs.34.STACK vs Reductions. Poss. YOU/ME Vs Bubble.
- REACH#2(DE)SIFT.STACKvs.Reductions AlertSCOOP/SAFETY.
- REACH#3wk.(W).AlertSCOOP/SAFETY.
- DF 2.
- FORCE.

# 40/50 ISO

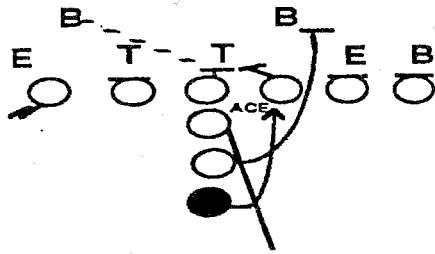
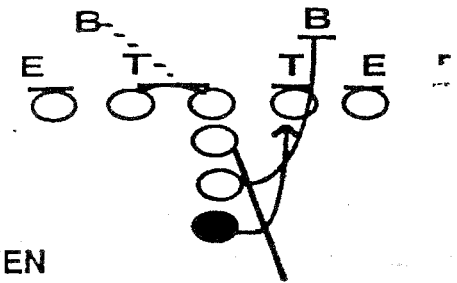


34

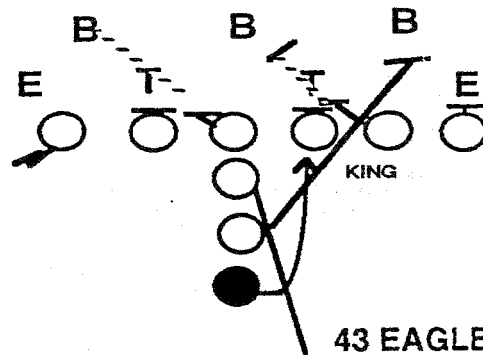


43

EVEN

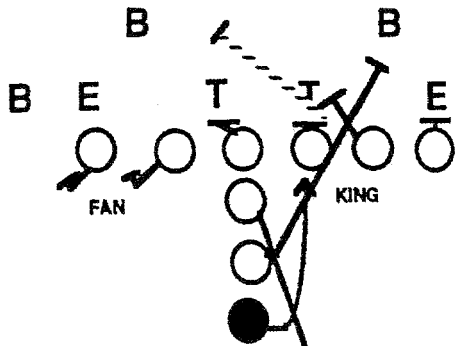
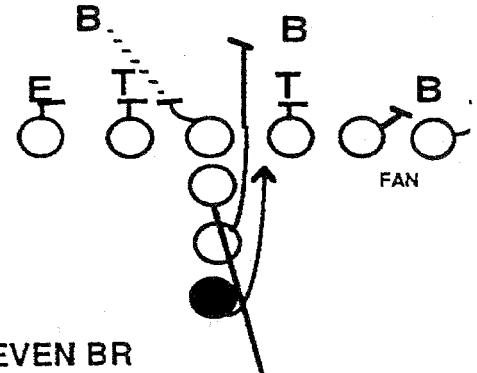


UNDER

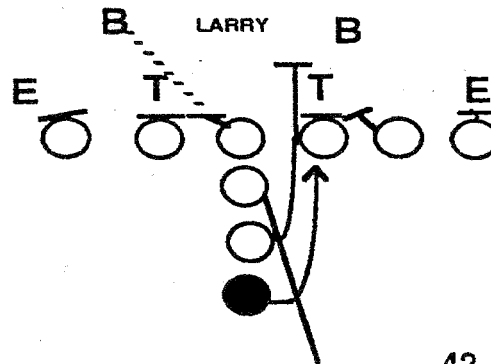


43 EAGLE

EVEN BR

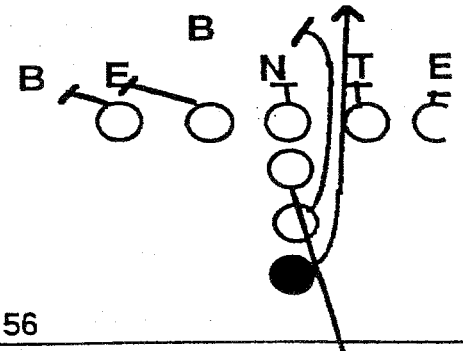


OVER



42

56



## 40/50 ISO

TE -BASE #3 (S).

ONTACKLE -BASE #2 (DE). Alert KING vs Reduction.

ONGUARD -ACE vs. 34. KING vs. Reductions. BASE #1 vs. 43/44/56.

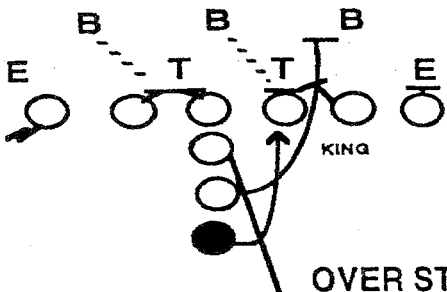
CENTER -ACE vs. 34. SLIDE #1 weak. BASE #0 vs. Over/56/Bear.

OFF GJARD-SLIDE #2 wk. (DE). Alert FAN.

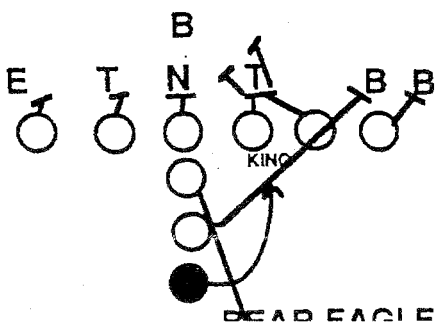
OFF TACKLE-SLIDE #3 wk. (Will). Alert FAN.

X -DF 2.

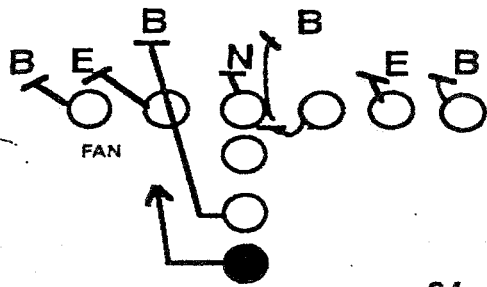
Z -FORCE.



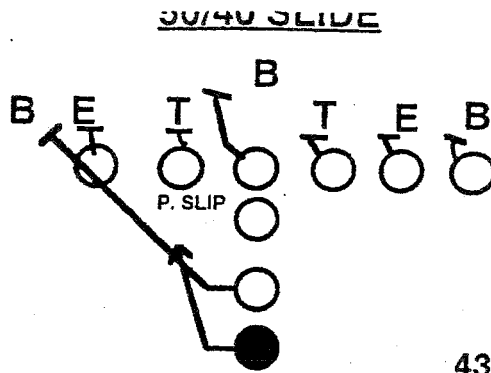
OVER ST



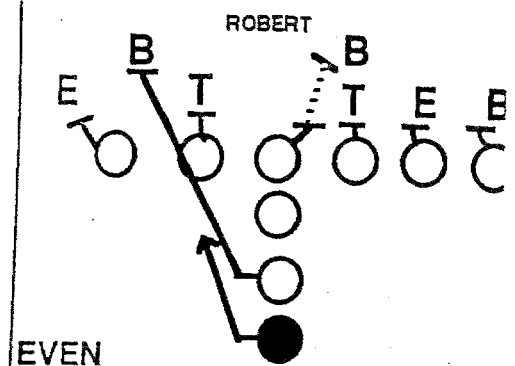
DEAD EAGLE



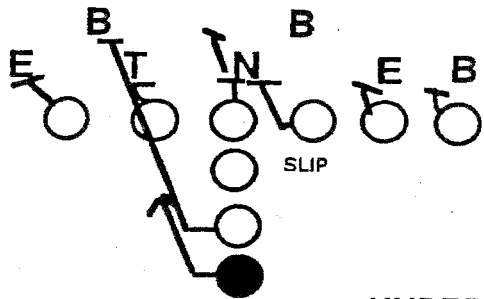
34



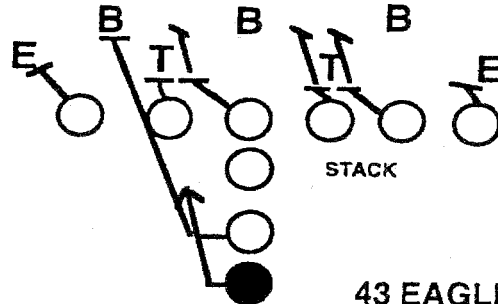
43



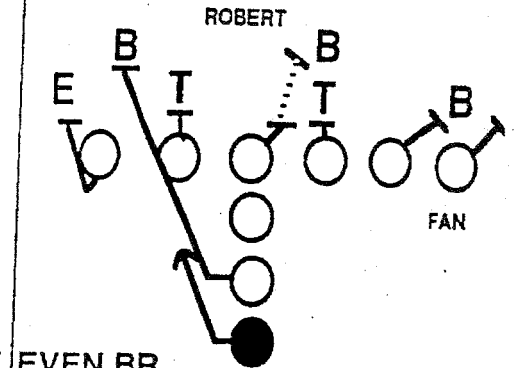
EVEN



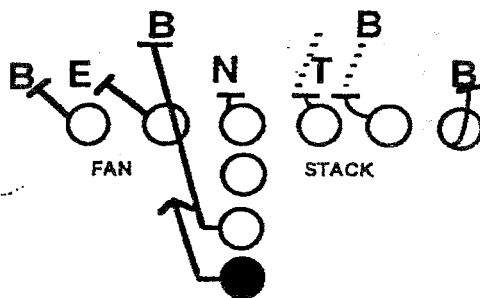
UNDER



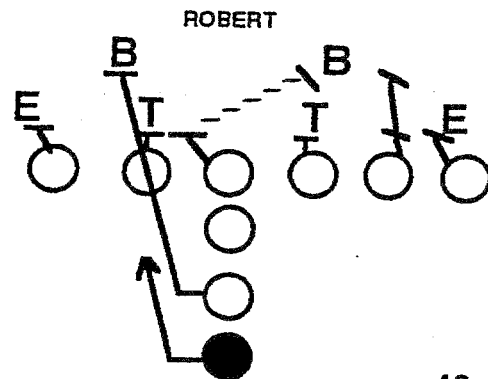
43 EAGLE



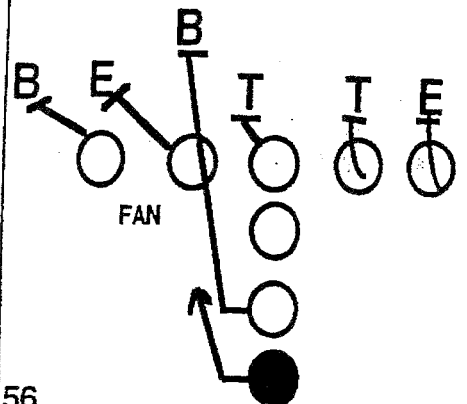
EVEN BR



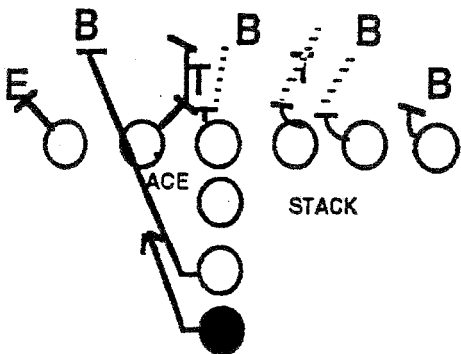
OVER



42



56



OVER ST

50/40 SLIDE

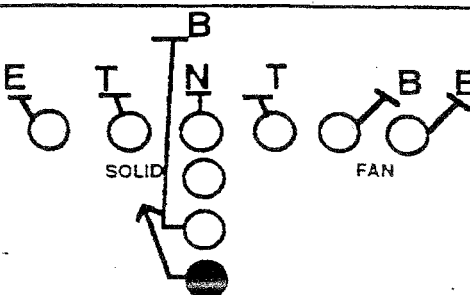
ONTACKLE -Block #2 on LOS. FAN on Bubble. block #2.

ONGUARD -Block #1 on LOS. FAN on Bubble. block #1.

CENTER -BASE #0. YOU/ME.

OFFGUARD -BASE #1. Poss. YOU/ME.

OFF TACKLE -BASE #2. Alert SLIDE Strong, SIFT.



BEAR EAGLE

TE

-BASE #3. Release and block SS if to you.

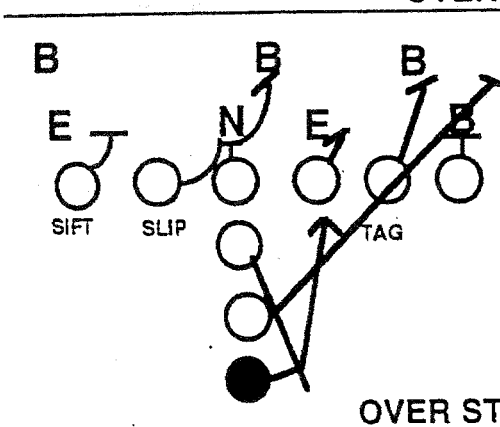
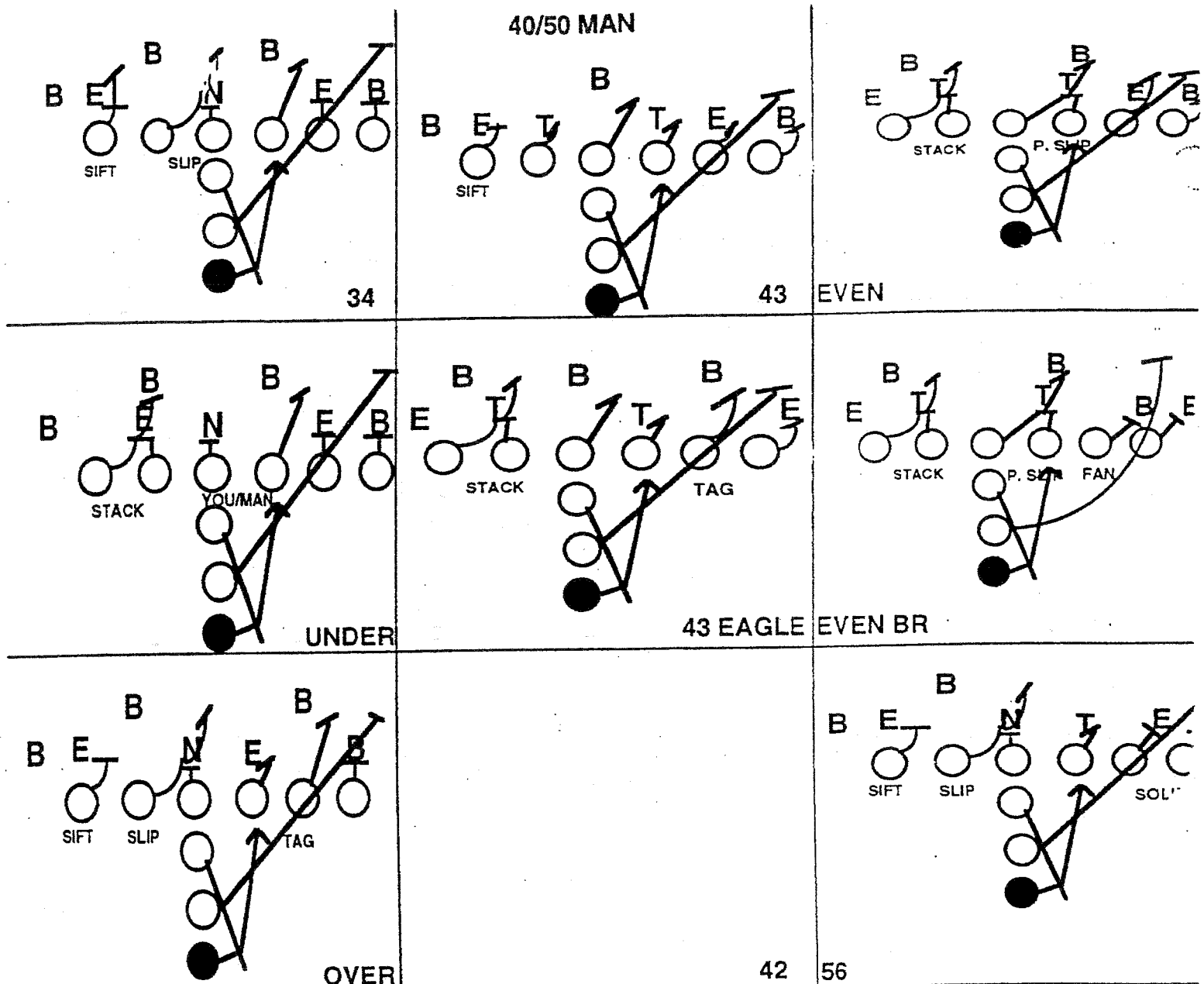
X

-ST. DF 2. WK. FORCE.

Z

-DF 1 \*. DF 2.

RUNS



### 40/50 MAN

TIGHT END

-BASE #3, Poss,

ON TACKLE

- BASE #2 . Poss, TAG vs. Reduction

ON GUARD

-BASE #1 . Poss, TAG vs Reduction.

CENTER

- BASE # 0. Poss. YOU/ME.

OFF GUARD

-BASE #1 STACK Vs. Reduction. Slip vs Bubble

OFF TACKLE

-BASE #2, STACK Vs. Reduction, Sift vs Bubble

X

-DF 2,

Z

-DF 1

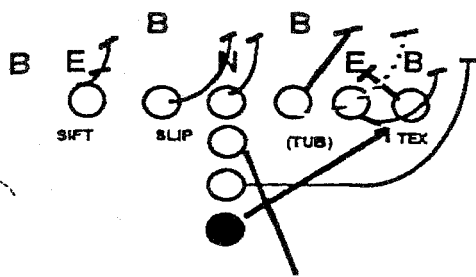
H

- FORCE

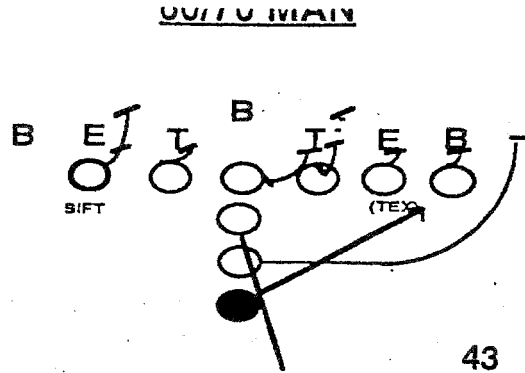
60/70 MAN

\*\*SAME AS OUTSIDE\*\*

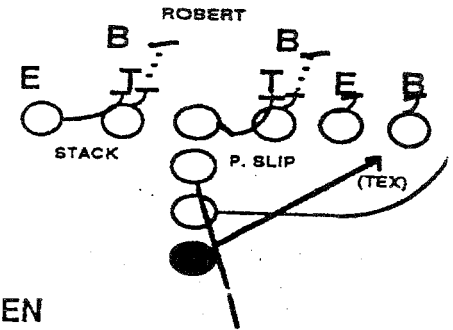
RUNS



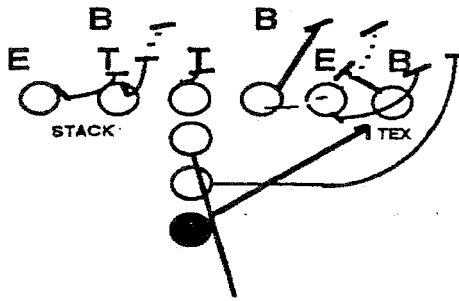
34



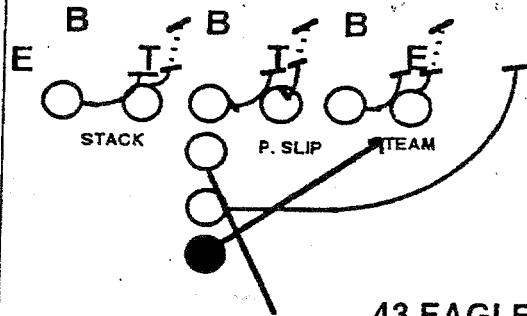
43



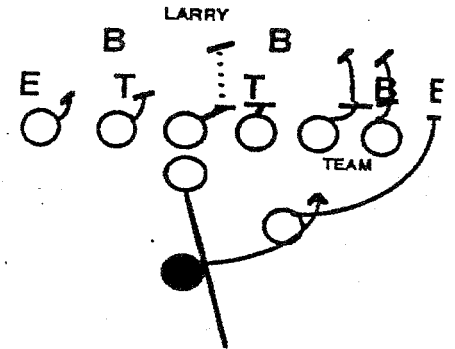
EVEN



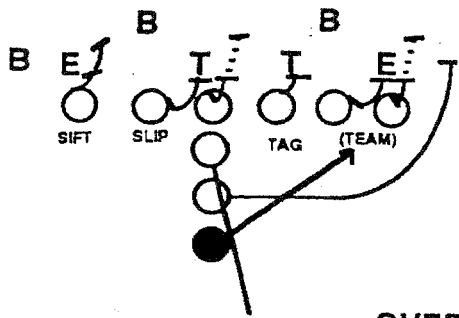
UNDER



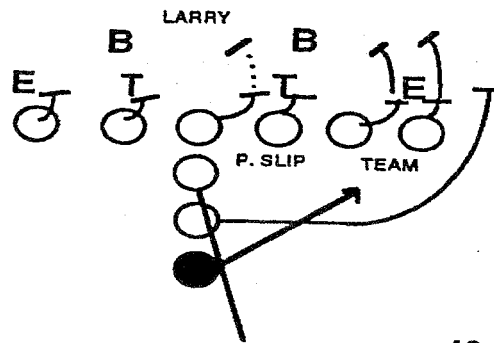
43 EAGLE



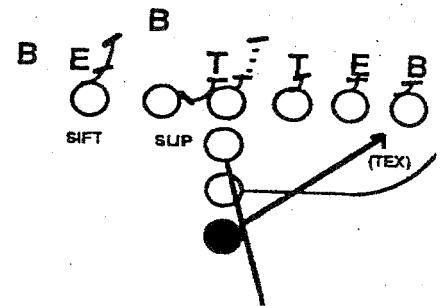
EVEN BR



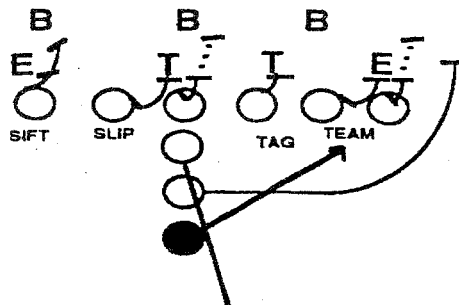
OVER



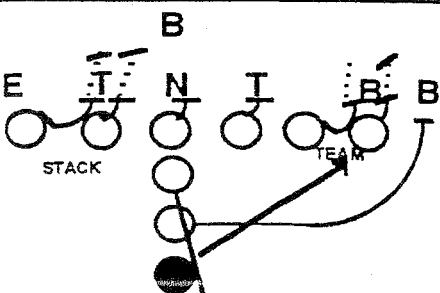
42



56



OVER ST



BEAR EAGLE

60/70 MAN

H  
TIGHT END

ON TACKLE

ON GUARD

CENTER

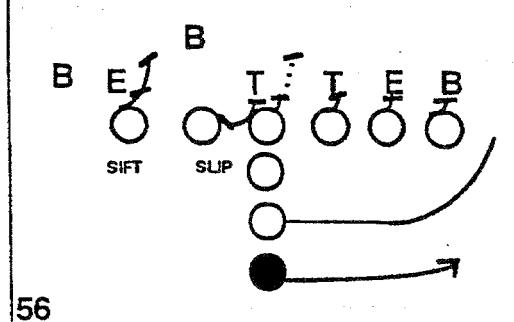
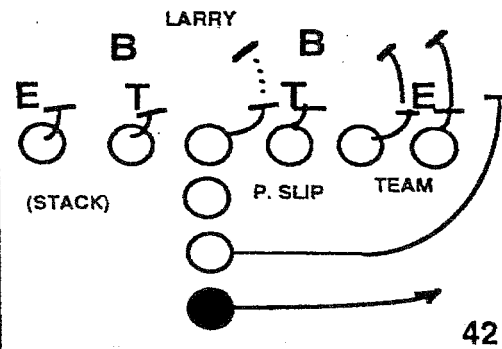
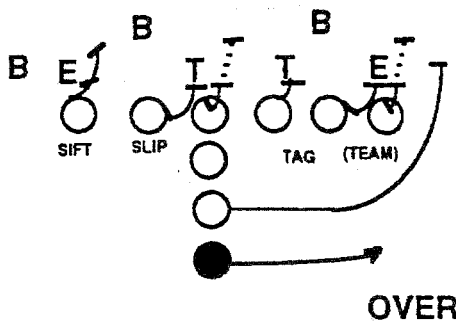
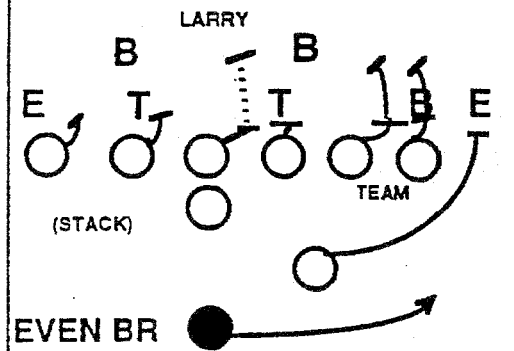
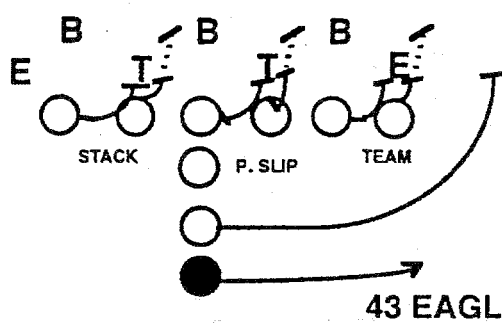
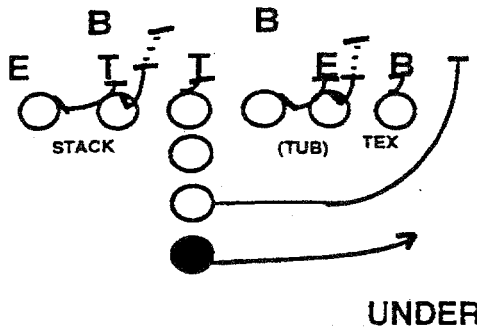
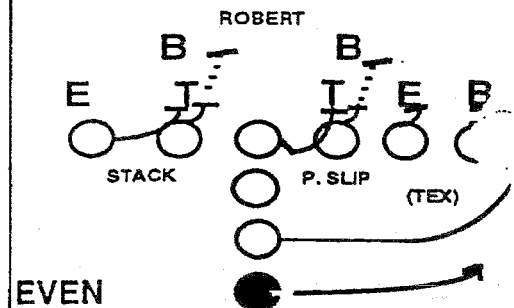
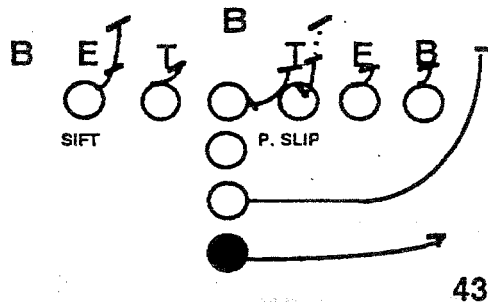
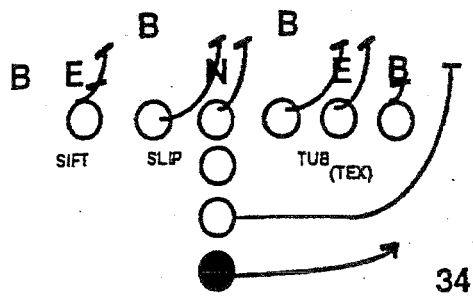
OFF GUARD

OFF TACKLE

OFF TE  
X  
Z

- Force #4.
- TEX Call. BASE #3. (S) Poss. (Team) vs. reduction C.P. 9 Tech.
- TEX Call. BASE #2 (DE). Poss. (Tub) vs 34. TAG vs. reduction. C.P. vs 9 Tech. Alert TRIPLE.
- BASE #1 (M) P. SLIP vs 34, UN, 43. Poss. (Tub) TAG Vs Reduction. Alert YOU/ME call.
- BASE #0 (nose). P. SLIP vs 34, UN, 43. Poss. (Slip) Alert YOU/ME.
- BASE #1 wk (M). Poss (SLIP) vs. 34. STACK Vs Reduction. Poss. YOU/ME vs Bubble.
- BASE #2 wk. SIFT. STACK vs. reduction. Alert SCOOP/SAFETY.
- BASE #3 wk. (W). Alert SCOOP/SAFETY.
- DF 2.
- DF 1.

# 80/90 MAN



## 80/90 MAN

H  
TIGHT END

ONTACKLE

ON GUARD

CENTER

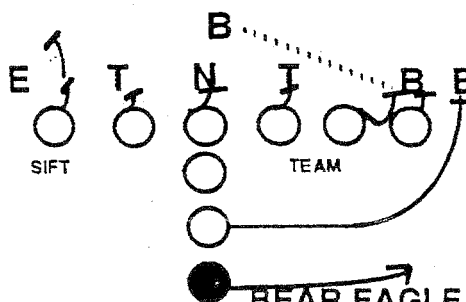
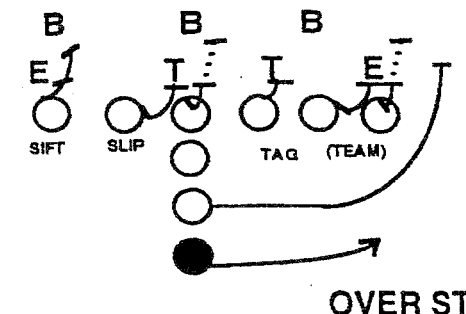
OFF GUARD

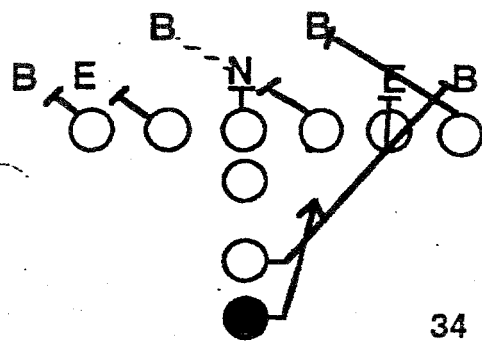
OFFTACKLE

OFF TE

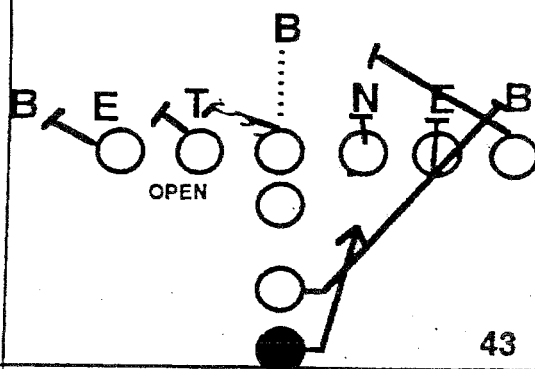
X  
Z

- Force#4.
- BASE#3. (S) TAG vs. reduction. Poss. (Team). Alert TEX C.P. Vs9Tech.
- BASE#2(DE). Poss. (Tub) vs. 34. TAG vs. reduction. Poss. (Team) vs Bear Eagle, "Bronco" or "Wide" looks. TRIPLE.
- BASE#1 (M) P. SLIP vs. 34, UN, 43. Poss. (Tub). TAG vs Reduction. Alert YOU/ME.
- BASE#0 (nose). P. SLIP vs. 34, UN, 43. Poss. (Slip) Alert YOU/ME.
- BASE#1 wk (M). Poss. (Slip) vs. 34. STACK vs Reduction Poss. YOU/ME vs Bubble.
- BASE#2 wk. SIFT. STACK vs. reduction. Alert SCOOP/SAFETY.
- REACH#3 wk. (W). Alert SCOOP/SAFETY.
- DF2.
- DF 1.



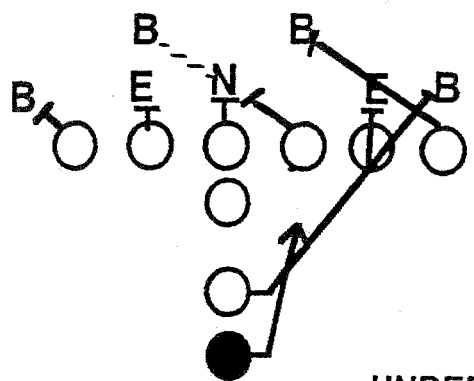
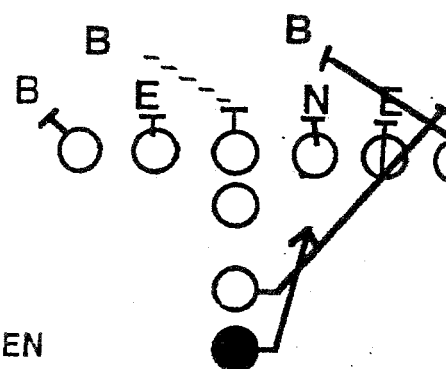


34

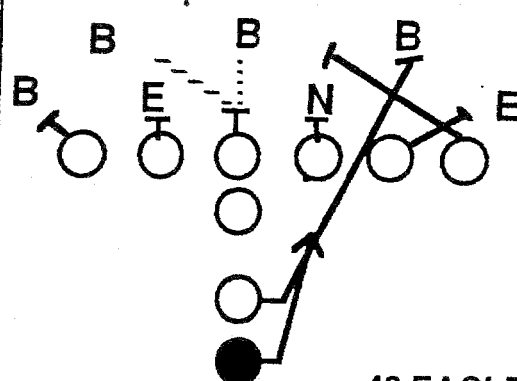


43

EVEN

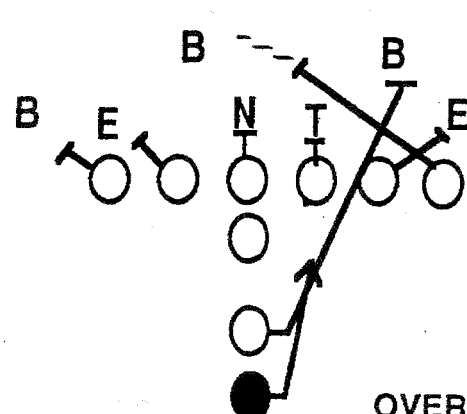
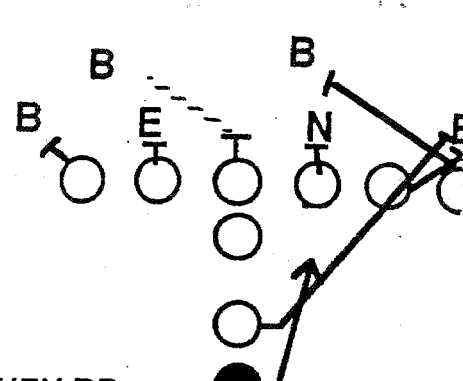


UNDER

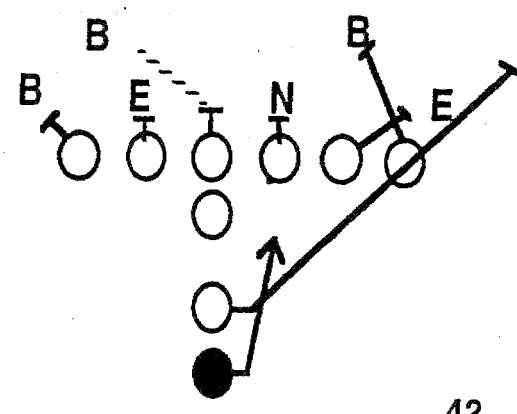


43 EAGLE

EVEN BR

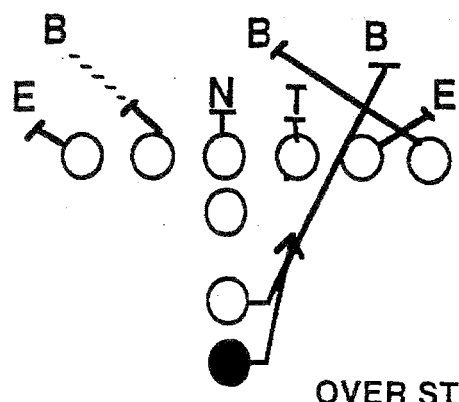
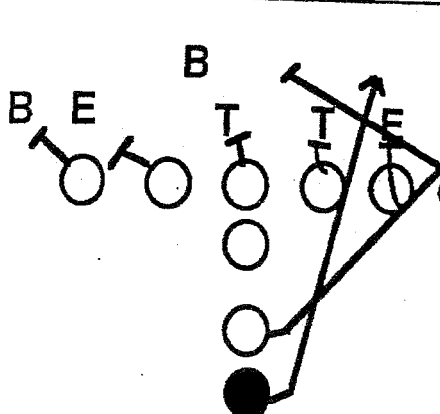


OVER

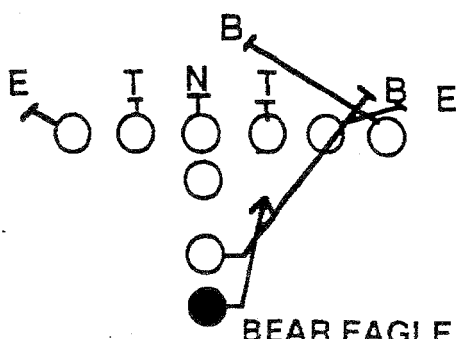


42

56



OVER ST



BEAR EAGLE

### PHB (HOUND) DRAW-7 MAN

**OFFTACKLE** - Drawset, BASE #2. Alert vs. unders, block 2.  
FAN vs. 33/51/2 on 2 weak.

**OFF GUARD** - Drawset, BASE #1. FAN vs. 33/51/2 on 2 weak.  
LARRY/ROBERT weak vs. 42s. ACE/PINCH

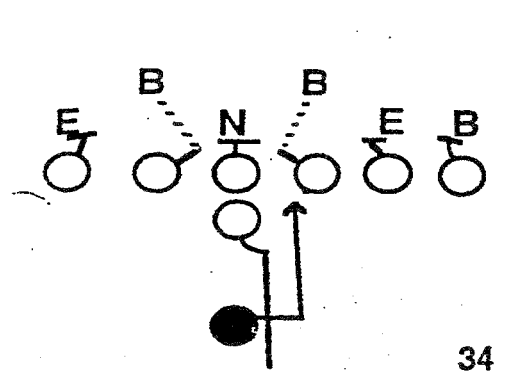
**CENTER** - Drawset, BASE #0. LARRY/ROBERT weak vs.  
42s ACE/ vs. offset nose. Possible YOU/ME  
Alert 4 man.

**ON GUARD** - Drawset, BASE #1. Possible YOU/ME. Z

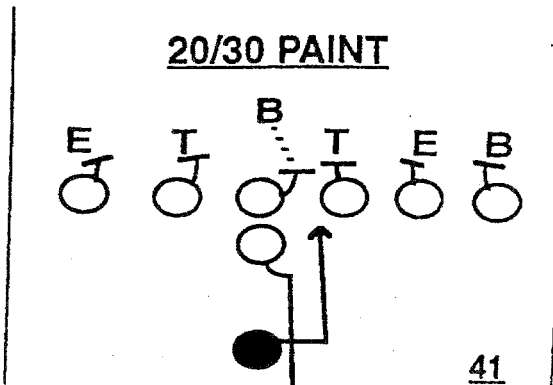
**ON TACKLE** - Drawset, BASE #2. Alert TOE vs Reduction/Bronco  
**TE** - Release inside Block MIKE  
**X** - DF 1 POINT.  
**Z** - FORCE your side.  
**H** - BLOCK SAM

<p>34</p>	<p><u>20/30 DRAW</u></p> <p>43</p>	<p>EVEN</p>
<p>UNDER</p>	<p>43 EAGLE</p>	<p>EVEN BR</p>
<p>OVER</p>	<p>42</p>	<p>56</p>
<p>OVER ST</p>	<p><u>20/30 DRAW</u></p> <p><b>OFFTACKLE</b> -Drawset, BASE #2. Alert vs. unders, block 2. FAN vs. 33/51/2 on 2 weak.</p> <p><b>OFFGUARD</b> -Draw set, BASE #1. FAN vs. 33/51/2 on 2 weak. LARRY/ROBERT weak vs. 42s. ACE:</p> <p><b>CENTER</b> -Drawset, BASE #0. LARRY/ROBERT weak vs. 42s Ace, vs. offset nose. Possible YOU/ME.</p> <p><b>ONGUARD-</b> Draw set, BASE #1. Possible YOU/ME. Z</p> <p><b>ONTACKLE</b> Draw set, BASE #2. Possible TOE.</p> <p><b>TE</b> -Draw set, BASE #3. Alert TOE.</p> <p><b>H</b> -Pass set, BASE #3 wk. Alert TOE.</p> <p><b>X</b> -FORCE.</p> <p><b>Z</b> -DF 2.</p> <p>RUNS</p>	

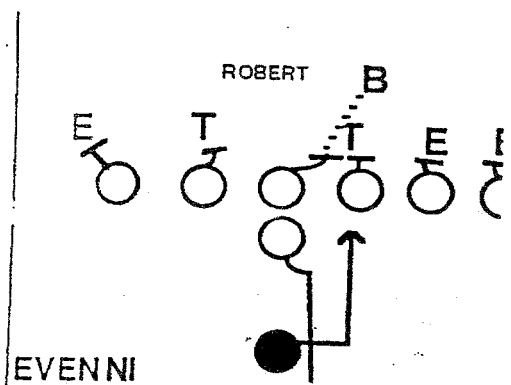




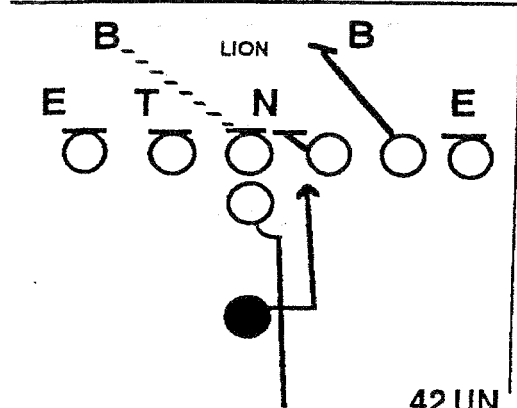
34



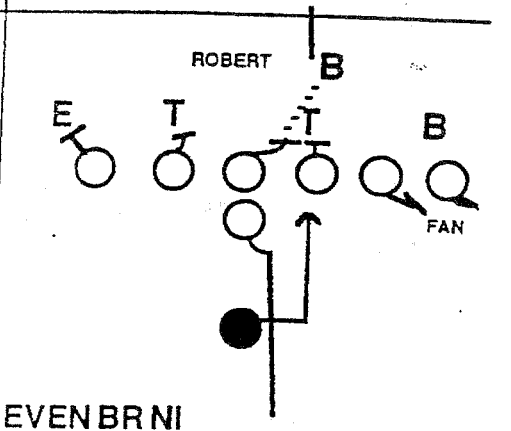
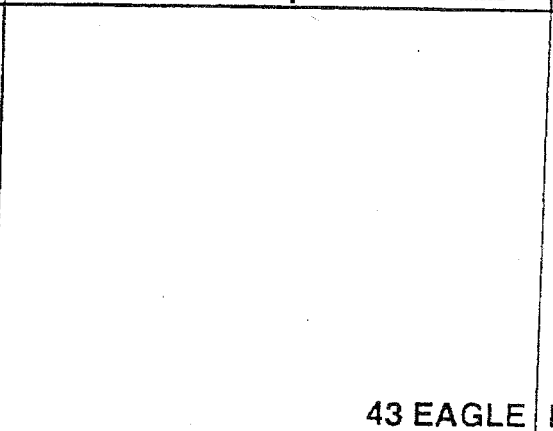
41



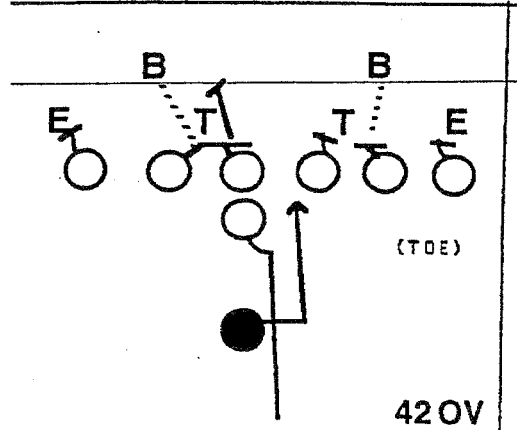
EVENNI



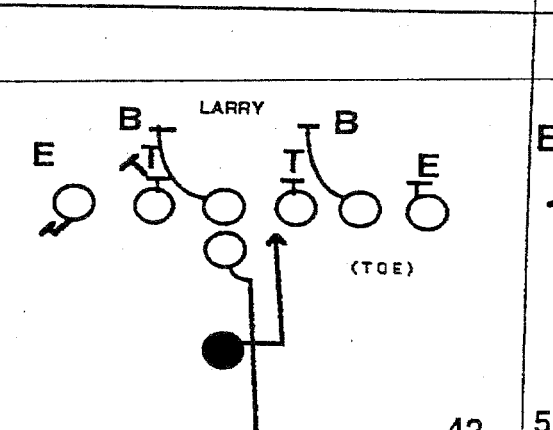
42 UN



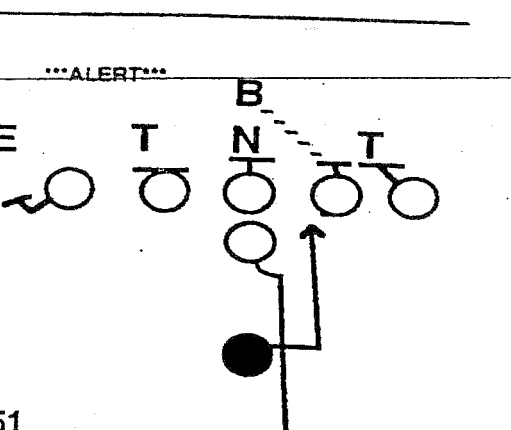
EVENBRNI



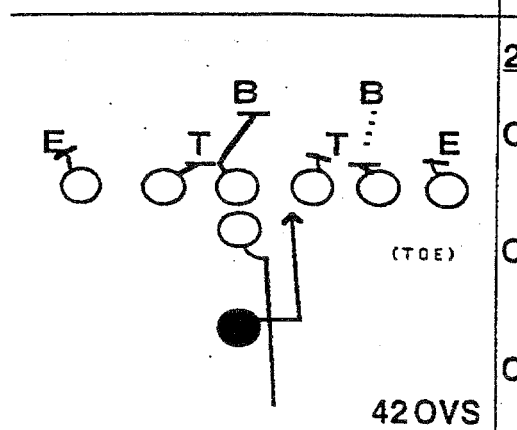
42 OV



42



51



42 OVS

20/30 PAINT(6 Man Scheme)

**OFFTACKLE**- Drawset, BASE #2. Alert vs. unders, block 2.  
FAN vs. 33/51/2 on 2 weak.

**OFFGUARD** -Drawset, BASE #1. FAN vs. 33/51/2 on 2 weak.  
LARRY/ROBERT weak vs. 42s. ACE

**CENTER** -Drawset, BASE #0. LARRY/ROBERT weak vs.  
42s ACE: vs. offset nose. Possible YOU/ME  
Alert 4 man.

**ONGUARD** -Drawset, BASE #1. Possible YOU/ME. Z

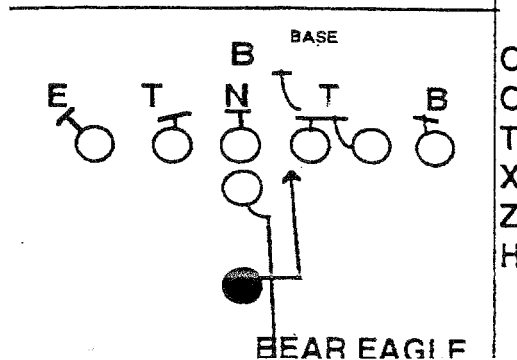
**ONTACKLE** -Drawset, BASE #2. Alert TOE. Z

**TE** -Drawset, BASE #3. Alert TOE.

**X** -DF 1 POINT.

**Z** -FORCE your side.

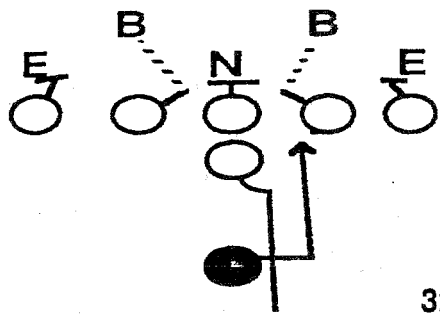
**H** -MAN ON.



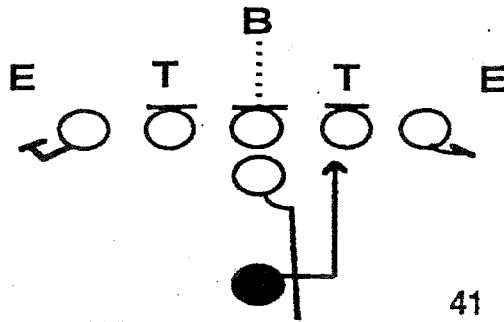
BEAR EAGLE F

RUNS

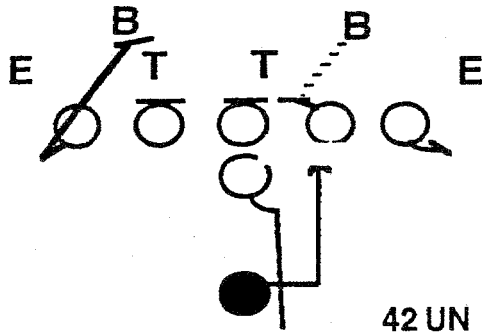
# 20/30 BRUSH



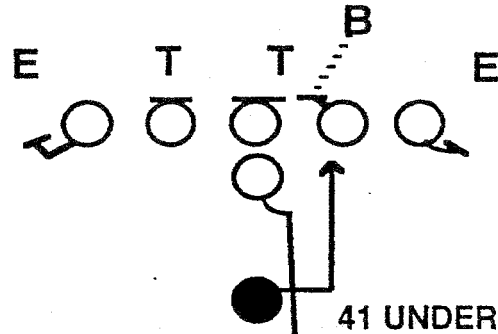
32



41

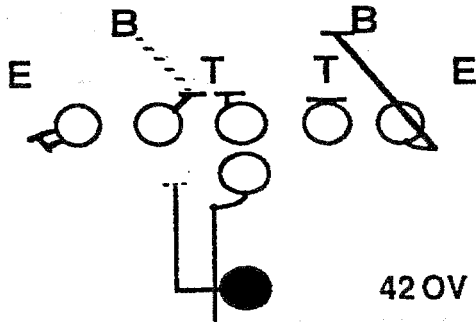


42 UN



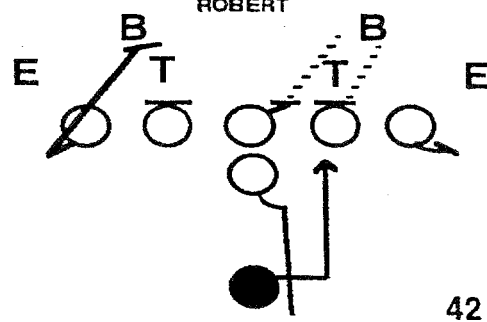
41 UNDER

"OPPOSITE"



42 OV

ROBERT



42

## 20/30 BRUSH

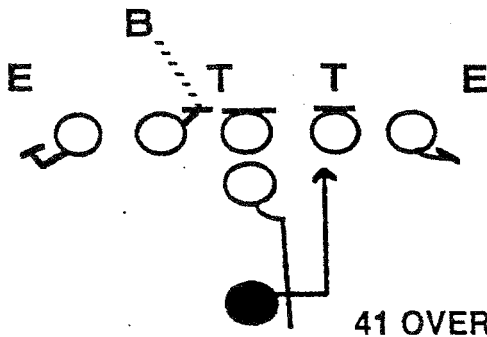
ON TACKLE -REACH #2.

ON GUARD -REACH #1.

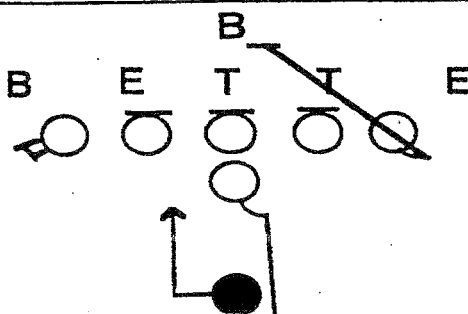
CENTER -REACH #0.

OFF GUARD-REACH #1.

OFF TACKLE-REACH #2. SIFT #2.



41 OVER



X

-DF 1 (4 Wide).

Z

-DF 1.

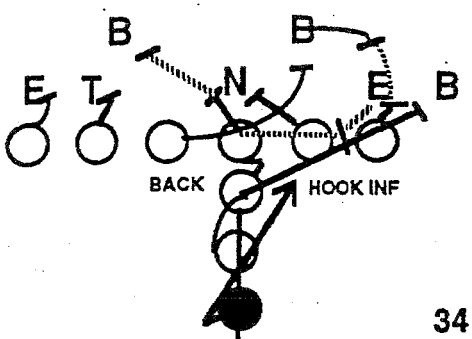
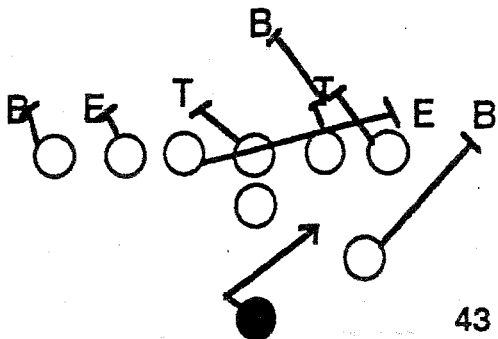
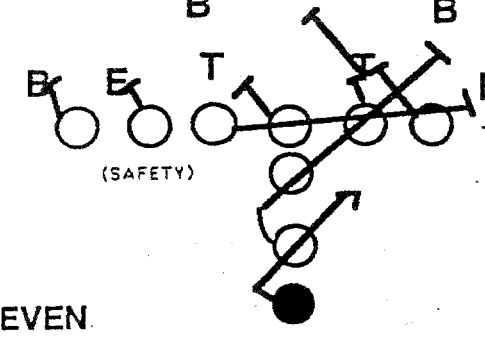
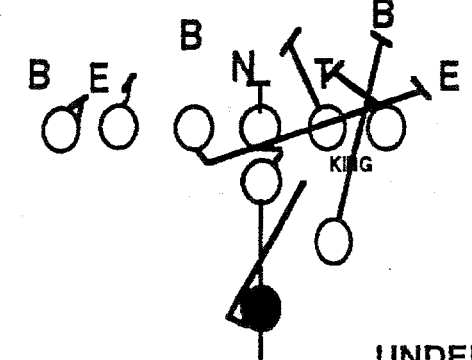
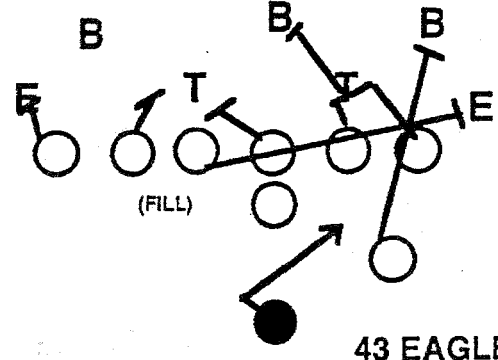
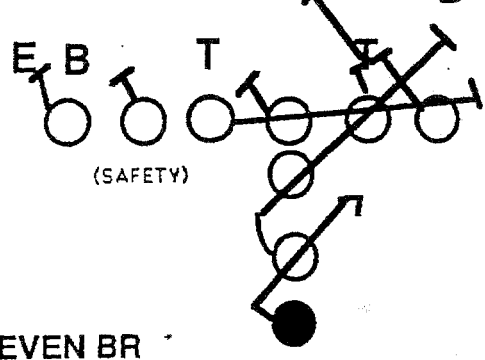
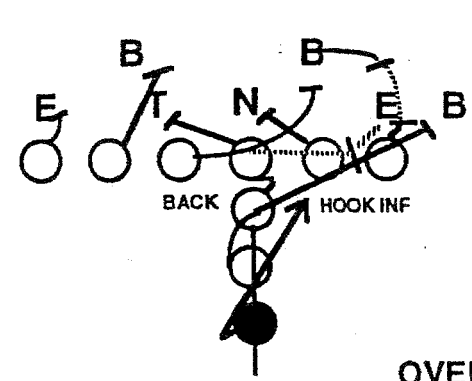
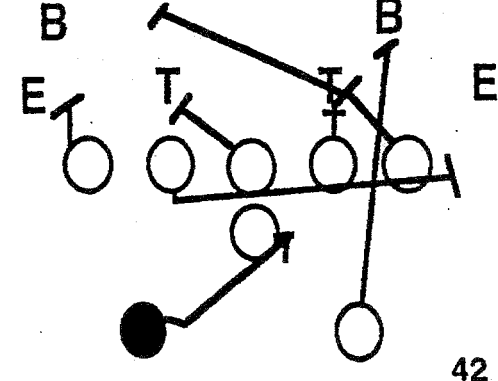
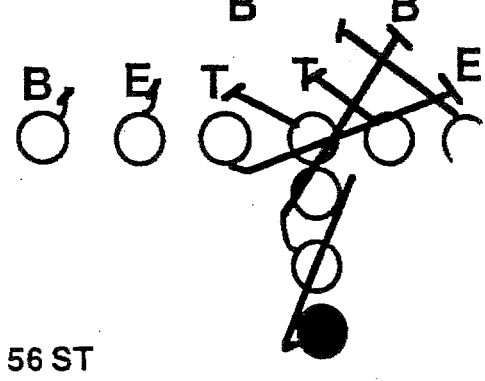
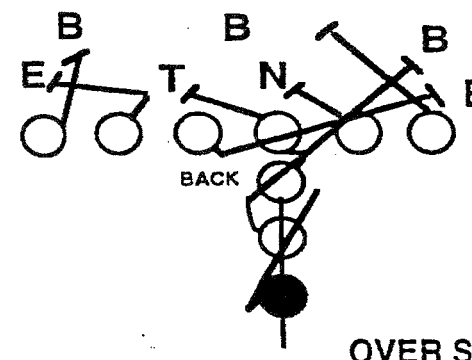
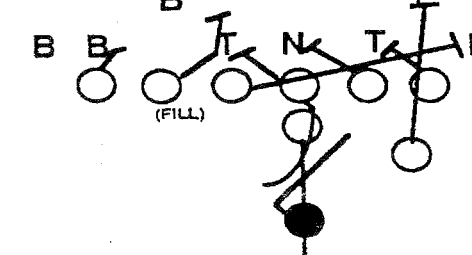
Y

-MAN ON.

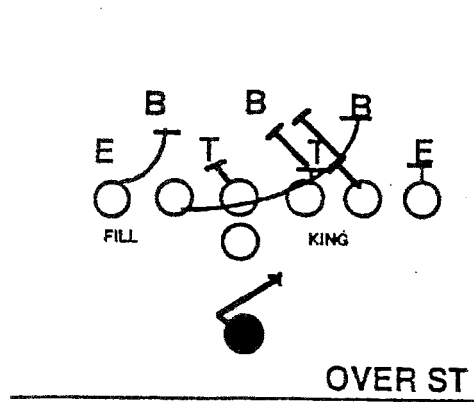
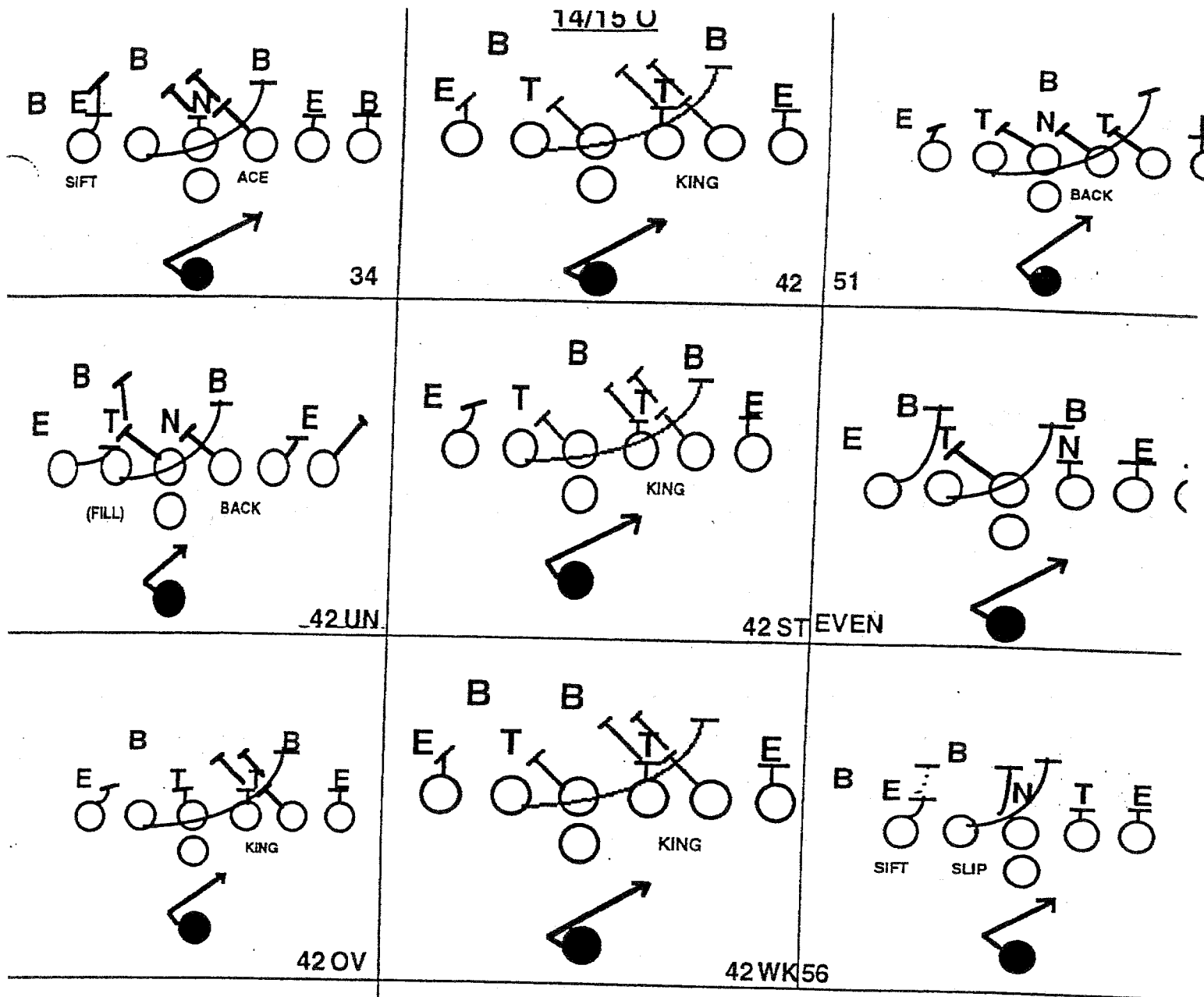
H

-MAN ON.

<p>34</p>	<p><u>12/13 TRAP</u></p> <p>43</p>	<p>EVEN</p>
<p>UNDER</p>	<p>43 EAGLE</p>	<p>EVEN BR</p>
<p>OVER</p>	<p>42</p>	<p>56</p>
<p>OVER ST</p>	<p><u>12/13 TRAP</u></p> <p>ON TACKLE -Odd-REACH #2 block C Gap, DE, or Mike. Alert into Over (roll). Even-ME-</p> <p>ON GUARD -Odd-ACE(34/Over). BACK(Under/Bear). (roll). Even-ME-Influence, Block #2. Alert SOLID vs UNDER</p> <p>CENTER -Odd-ACE (34/Over) BACK (/Bear) Even-block #1 weak. Alert SOLID vs UNDER</p> <p>OFF GUARD -Pull Trap 1st man call side. Alert SOLID vs UNDER</p> <p>OFF TACKLE -BASE #2 Wk. Odd-SIFT. Even-thru to 1st LBer inside</p> <p>TE -BASE #2(S). Alert ME Call vs Reductions.</p> <p>X -DF 1.</p> <p>Z -DF 1.</p>	
<p>BEAR EAGLE</p>		

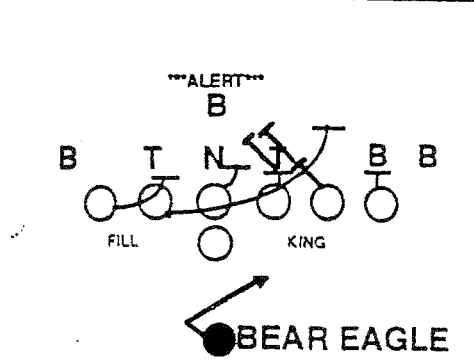
 <p>34</p>	<p><u>14/15 TRAP WK</u></p>  <p>43</p>	 <p>EVEN</p>																
 <p>UNDER</p>	 <p>43 EAGLE</p>	 <p>EVEN BR</p>																
 <p>OVER</p>	 <p>42</p>	 <p>56 ST</p>																
 <p>OVER ST</p>	<p><u>14/15 TRAP WK</u></p> <table> <tr> <td data-bbox="574 1415 800 1478">TIGHT END ONTACKLE</td> <td data-bbox="865 1415 1565 1518">- BASE #3 (Sam). - BASE#2(DT)WORKTO#2LB.. Alert KING vs. Reductio. ALERTBACKvsBEAR</td> </tr> <tr> <td data-bbox="574 1530 800 1560">ONGUARD</td> <td data-bbox="865 1530 1565 1604">- ACE vs. 34. KING vs. Reduction. BASE#1 vs. 43/44/56.Alert BACK vs Under, Bear.</td> </tr> <tr> <td data-bbox="574 1612 800 1646">CENTER</td> <td data-bbox="865 1612 1565 1646">- ACE vs. 34. BACK vs. ALL</td> </tr> <tr> <td data-bbox="574 1688 800 1719">OFFGUARD</td> <td data-bbox="865 1688 1565 1719">- Pull Trap D. End.</td> </tr> <tr> <td data-bbox="574 1772 800 1801">OFFTACKLE</td> <td data-bbox="865 1772 1565 1801">- BASE#2 weak. SIFT (DE). Alert FILL vs. BEAR.</td> </tr> <tr> <td data-bbox="574 1814 800 1843">H</td> <td data-bbox="865 1814 1565 1843">- Vs.Reduction = 1LB Vs. Bubble = #3</td> </tr> <tr> <td data-bbox="574 1854 800 1887">X</td> <td data-bbox="865 1854 1565 1887">- DF2.</td> </tr> <tr> <td data-bbox="574 1896 800 1929">Z</td> <td data-bbox="865 1896 1565 1929">- FORCE.</td> </tr> </table>		TIGHT END ONTACKLE	- BASE #3 (Sam). - BASE#2(DT)WORKTO#2LB.. Alert KING vs. Reductio. ALERTBACKvsBEAR	ONGUARD	- ACE vs. 34. KING vs. Reduction. BASE#1 vs. 43/44/56.Alert BACK vs Under, Bear.	CENTER	- ACE vs. 34. BACK vs. ALL	OFFGUARD	- Pull Trap D. End.	OFFTACKLE	- BASE#2 weak. SIFT (DE). Alert FILL vs. BEAR.	H	- Vs.Reduction = 1LB Vs. Bubble = #3	X	- DF2.	Z	- FORCE.
TIGHT END ONTACKLE	- BASE #3 (Sam). - BASE#2(DT)WORKTO#2LB.. Alert KING vs. Reductio. ALERTBACKvsBEAR																	
ONGUARD	- ACE vs. 34. KING vs. Reduction. BASE#1 vs. 43/44/56.Alert BACK vs Under, Bear.																	
CENTER	- ACE vs. 34. BACK vs. ALL																	
OFFGUARD	- Pull Trap D. End.																	
OFFTACKLE	- BASE#2 weak. SIFT (DE). Alert FILL vs. BEAR.																	
H	- Vs.Reduction = 1LB Vs. Bubble = #3																	
X	- DF2.																	
Z	- FORCE.																	
																		

RUNS

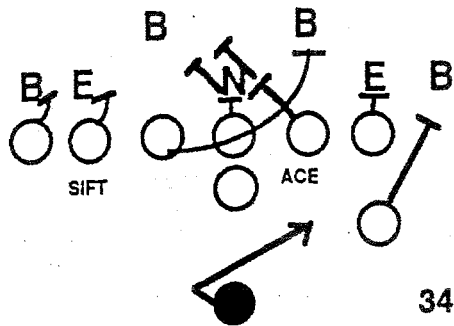


TIGHT END  
ONTACKLE  
ONGUARD  
CENTER  
OFFGUARD

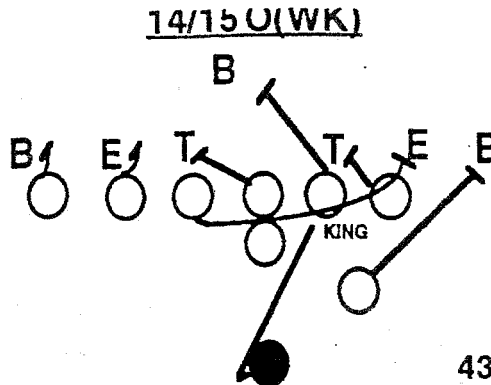
- BASE #3 (Sam).
- BASE #2 (DE). Alert KING vs. Reduction. Alert BACK vs Bear.
- ACE vs. 34. KING vs. Reduction. BASE #1 vs. 43/44/56. Alert BACK vs Under, Bear.
- ACE vs. 34. YOU/ME vs. 43/42. BACK vs. Under, Bear BASE #0 vs. OVER, BEAR.
- Oh Block Mike. Alert YOU/ME vs. 43. Alert BASE #1 weak (M) vs. 56 (Slip).
- BASE #2 weak. SIFT (DE). Alert FILL vs. BEAR.
- DF 2.
- FORCE.



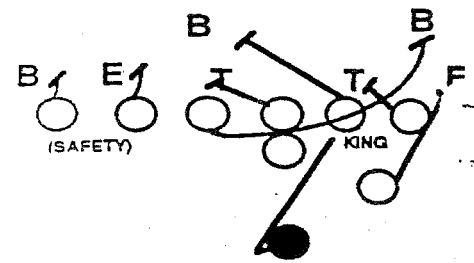
OFFTACKLE  
X  
Z



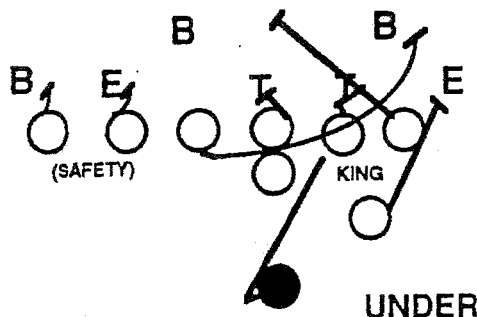
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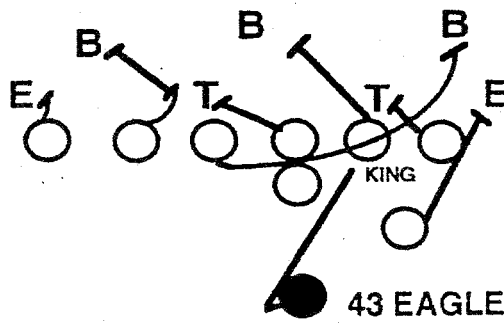
43



EVEN

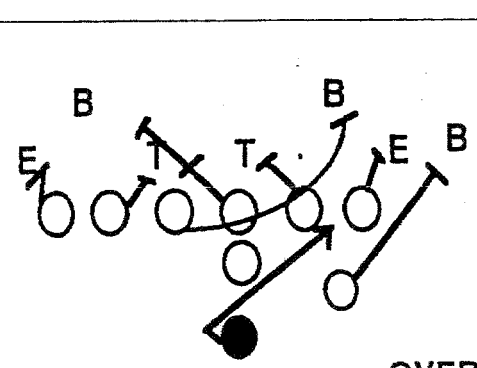
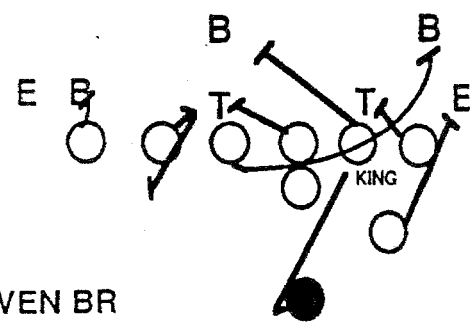


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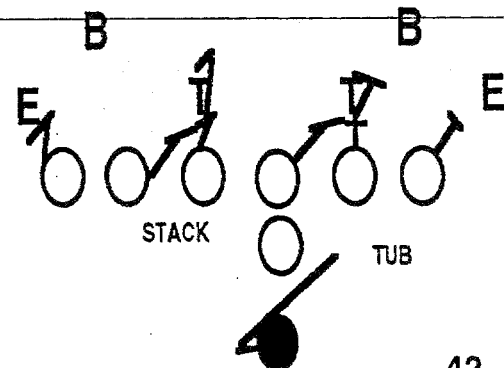


43 EAGLE

EVEN BR

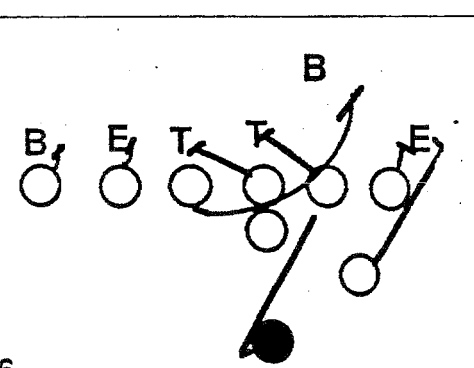


OVER



42

56



14/15 O (WK)

TIGHT END  
ONTACKLE

ONGUARD

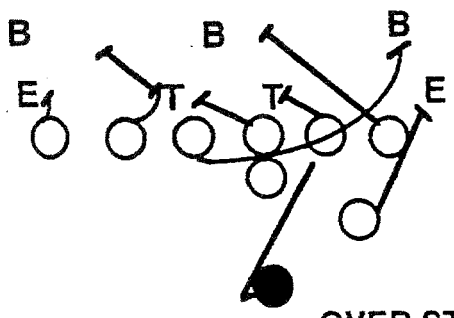
CENTER

OFFGUARD

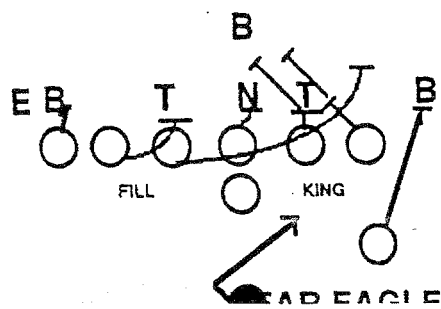
OFFTACKLE

X  
Z  
H

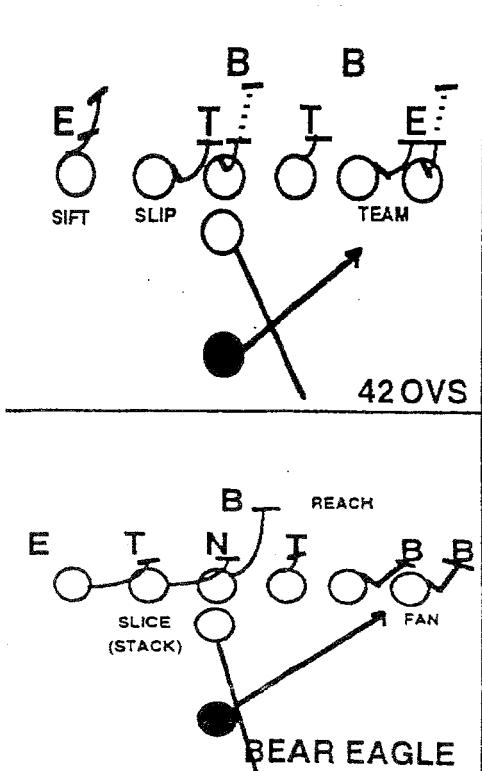
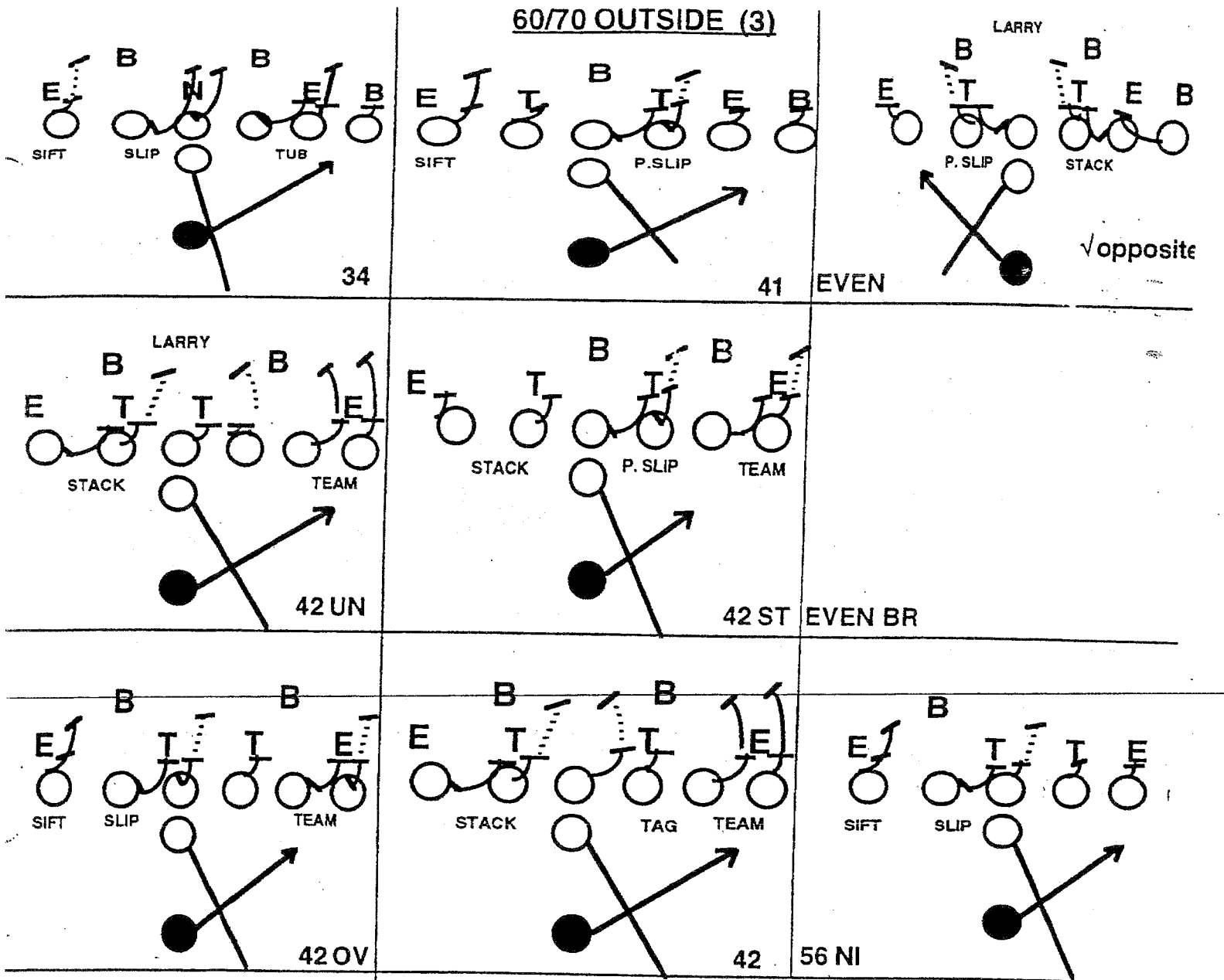
- Cutoff #3. Alert SAFETY Call
- BASE #2 (DE). Alert KING vs. Reduction. Alert BACK vs Bear.
- ACE vs. 34. KING vs. Reduction. BASE #1 vs. 43/44/56. Alert BACK vs Under, Bear.
- ACE vs. 34. YOU/ME vs. 43/42. BACK vs. Under, Bear BASE #0 vs. OVER, BEAR.
- Oh Block 1st ILB Off Ball. Alert D-END vs. 43.
- BASE #2 weak. SIFT (DE). Alert FILL vs. BEAR.
- DF2.
- FORCE.
- BLOCK End man on LOS



OVER ST



EAGLE



**60/70 TREY**  
**ONTACKLE**

**ON GUARD**

**CENTER**

**OFF GUARD**

**OFFTACKLE**

**TE**

**X**

**Z**

**\*\*ALERT (7) CALL\*\***

-TEXCall.REACH#2(DE). Poss.(Tub)vs34.TAGvs Reductions. Poss.(Team). FANvs Bear Eagle, "Bronco" or "Wide" looks. Alert TRIPLE. C.P Vs9 Tech

-REACH#1(M). P.SLIPvs.34,UN,43.Poss(Tub).Alert YOU/M TAG Vs.Reduction.

-REACH#0(N).P.SLIPvs.34,UN,43.Poss.(Slip)Alert, YOU/M

-REACH#1Wk.(M).Poss.(SLIP)vs34.STACKvs Reduction. Poss. YOU/ME Vs Bubble.

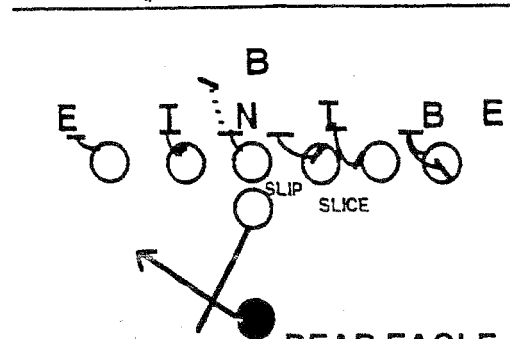
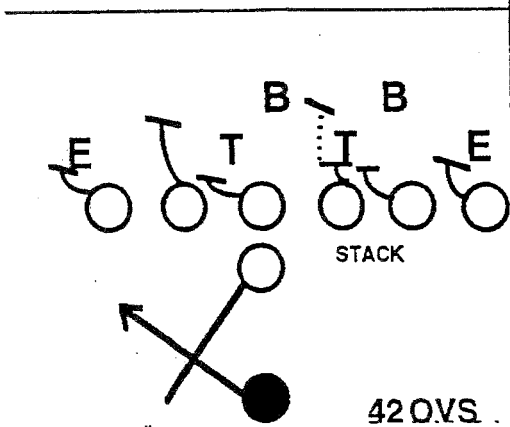
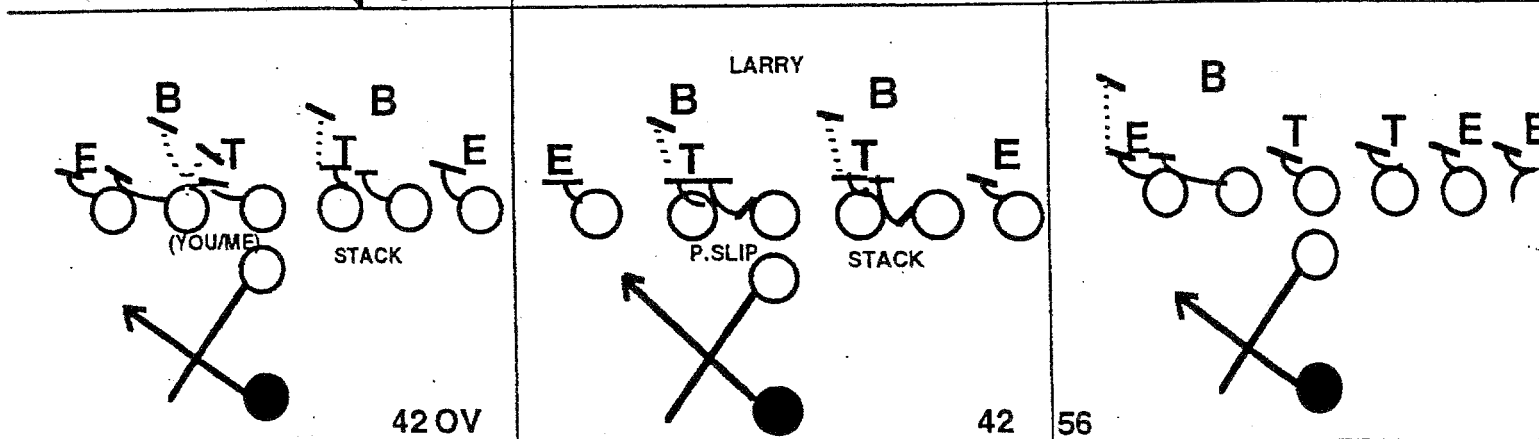
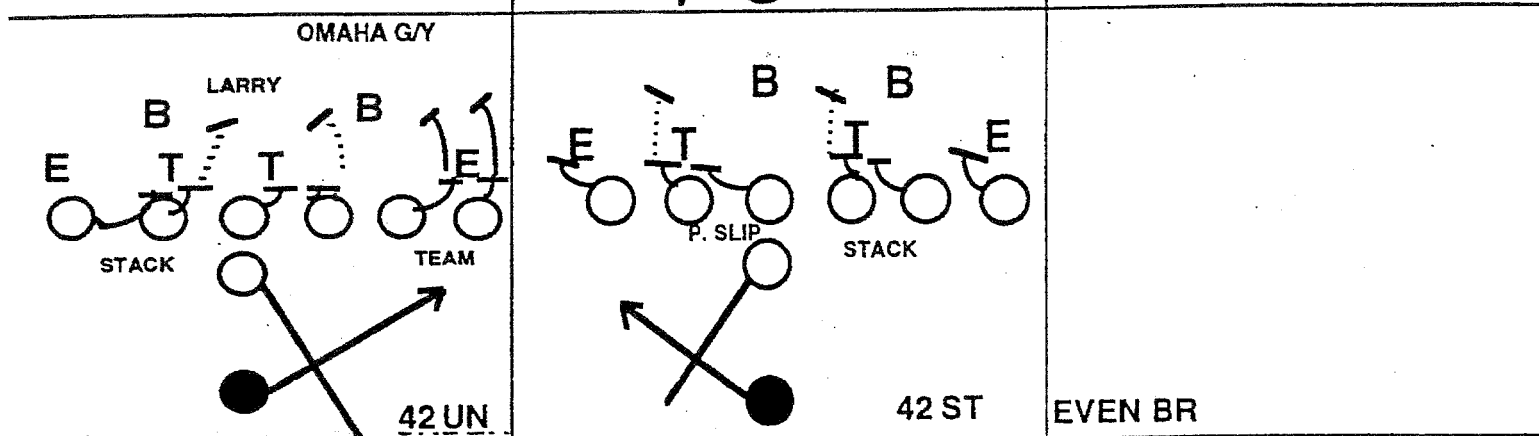
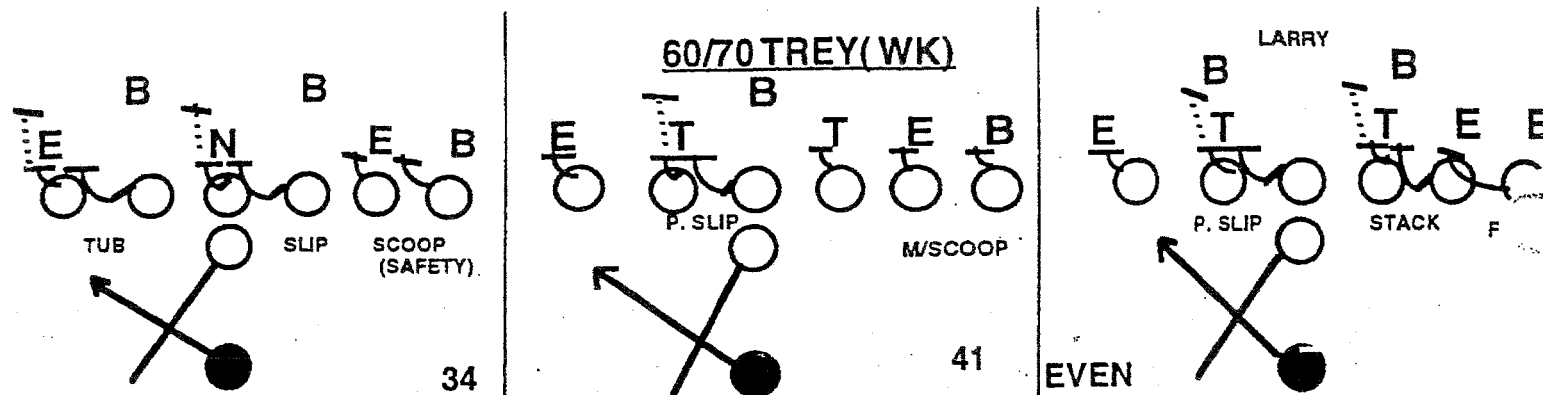
-REACH#2Wk.(DE).STACKvsReduction.Alert SCOOP/SAFETY.

-TEXCall.REACH#3(S).TAGvsReduction,Poss.(Team). FANvs Bear Eagle, "Bronco", or "Wide" looks. Alert TRIPLE. C.P. vs 9 Tech

-DF2.

-FORCE.

RUNS  
PAGE 22



60/70 TREY(WK)

ONTACKLE

-REACH#2(DE) Poss.(TUB)vsBubble

ONGUARD

-REACH#1 Poss(Tub).Alert YOU/ME.

CENTER

-REACH#0(N). Alert, YOU/ME.(POSS.P.SLIP)vsUncovered

OFFGUARD

-REACH#1 Wk.(M).Poss.(SLIP)vs34.STACKvs

Reduction. Poss. YOU/ME Vs Bubble.

OFFTACKLE

-REACH#2Wk.(DE).STACKvsReduction.Alert

SCOOP/SAFETY.

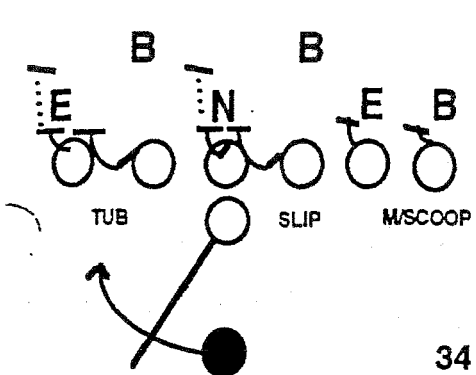
TE

.REACH#3: FANvs,"Bronco",or"Wide" Alert(SCOOP/SAFETY)

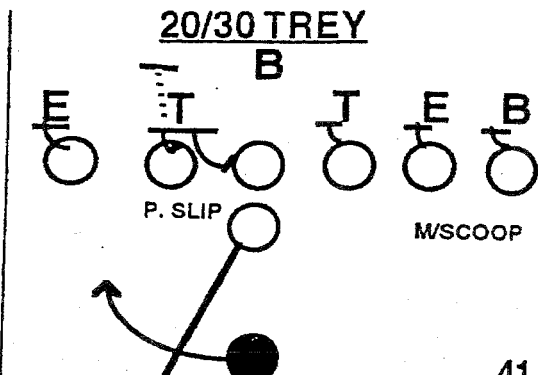
X  
Z

FORCE  
-DF2



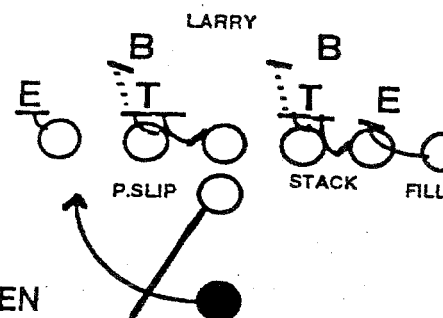


34

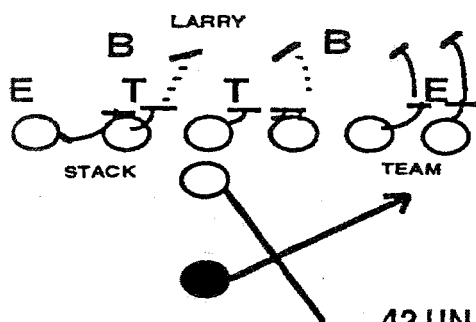


41

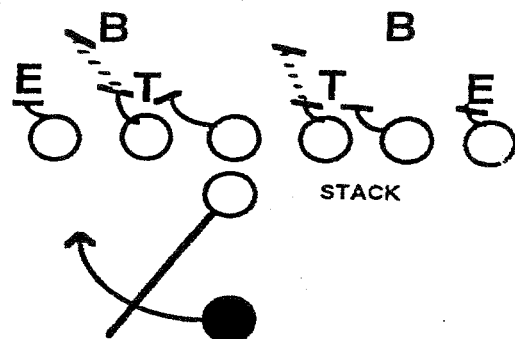
EVEN



OMAHA GR

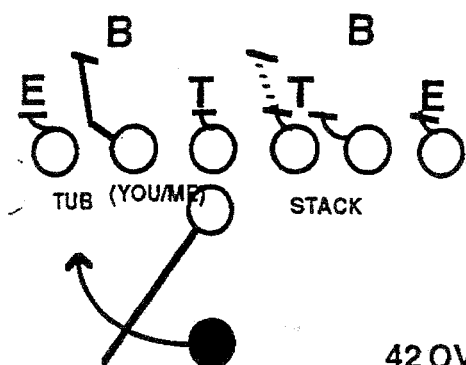


42 UN

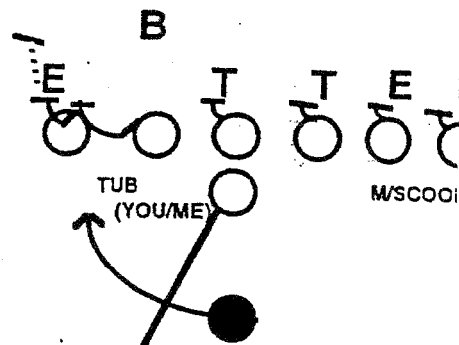


42

EVEN BR



42 OV



56 NI

30/20 TREY (Nickel Count)

**WKTACKLE** -BASE#2stg—AlertSIFT/STACK/.REACH

#2 wk—FAN vs. 33/51/2 on 2 weak.

**WKGUARD** -BASE#1stg—AlertSTACK/YOU/ME/.REACH

#1 wk—FAN vs 33/51/2on 2 weak. LARRY/ROBERT vs 42 WK

**CENTER** -BASE#0stg—AlertSLIP/

REACH #0 wk—Alert SLIP/YOU/ME.

LARRY/ROBERT weak vs. 42s.

**STGUARD** -BASE#1stg—Alert/TUB/TRIPS

REACH #1 wk—Alert SLIP/STACK/

**STTACK** -BASE#2stg—AlertTUB/TEAMTRIPLE/

REACH #1 wk—Alert SCOOP/STACK/Alert SAFETY:

**TE**

-BASE#3stg—AlertTEAMTRIPLE.REACH#2wk  
Alert SCOOP/SAFETY.

**X**

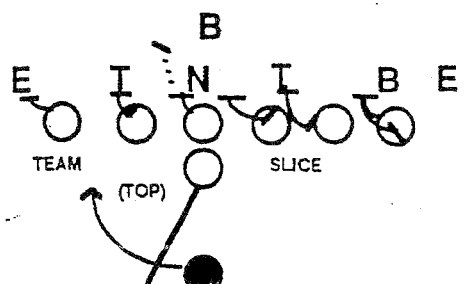
-DF1 POINT.

**Z**

-FORCE YOUR SIDE.

**H**

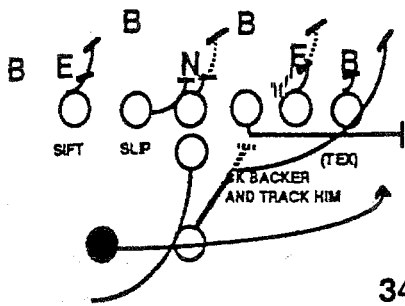
-MAN ON OR POINT.



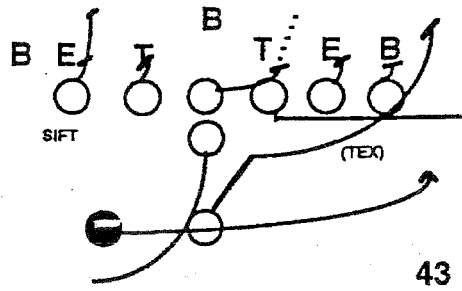
BEAR EAGLE

RUNS

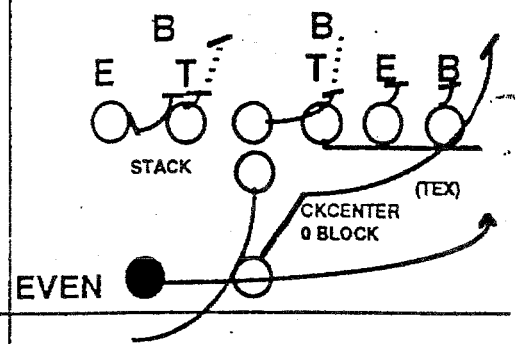
# 80/90 SWEEP



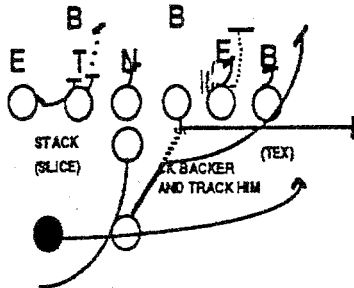
34



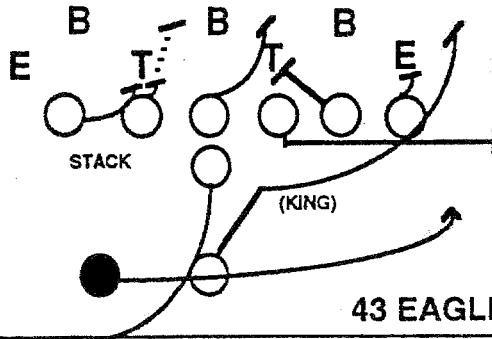
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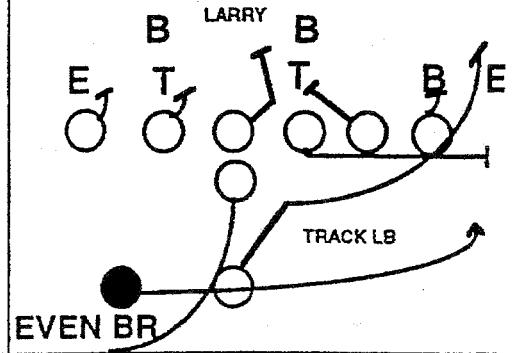
EVEN



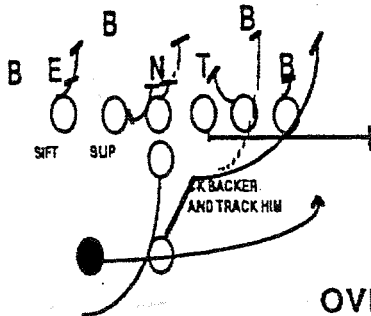
UNDER



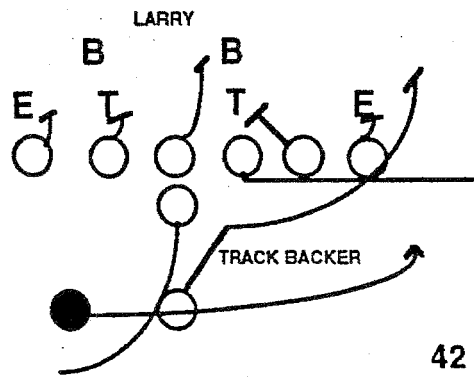
43 EAGLE



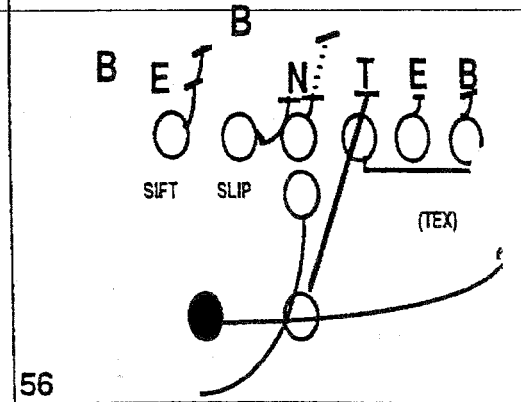
EVEN BR



OVER



42



56

## 80/90 SWEEP TIGHT END

- BASE #3 (Sam). Alert TEX.

## ON TACKLE

- BASE #2 (DE). Zone C Gap, not Man. TAG vs. reductions. Alert TEX. Alert KING.

## ON GUARD

- Pull block #4 (force).

## CENTER OFF GUARD

- BASE #0. Vs. even fronts REACH #1. Alert KIN
- BASE #1 weak. STACK vs. reduction. Alert SLICE(under).

## OFF TACKLE

- BASE #2 (DE) sift. STACK vs. reduction. Alert SLICE (under).

## R

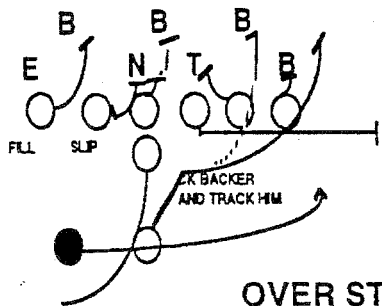
- Ram Tech. Block guard area to ILB.

## X

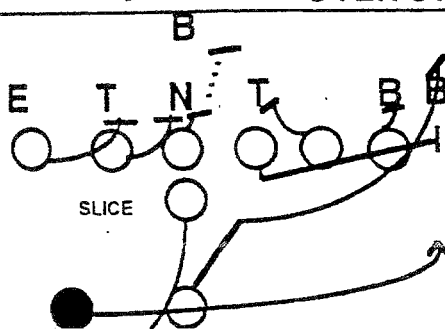
- DF 2.

## 7

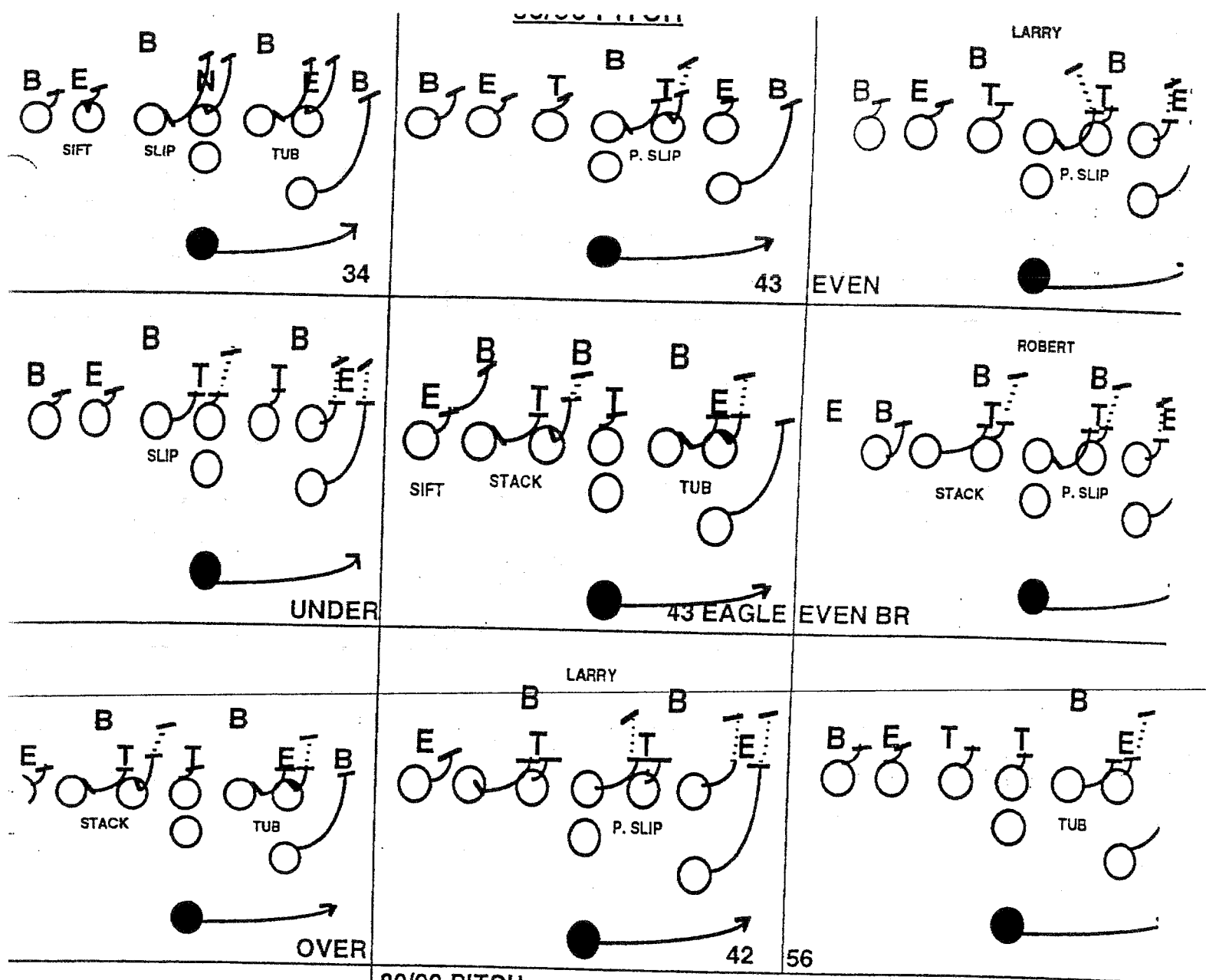
- 2nd FORCE



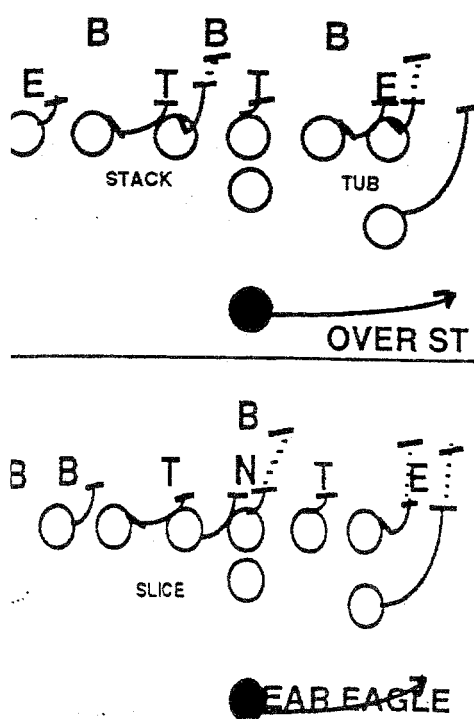
OVER ST



SLICE



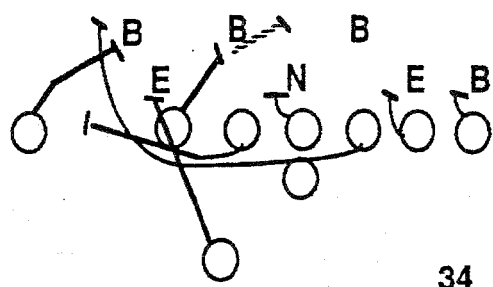
### 80/90 PITCH



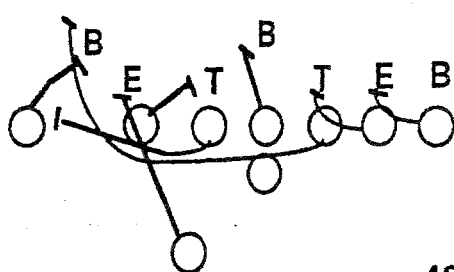
- H -REACH #3 (W).CP: vs. all Reductions.
- ON TACKLE -REACH #2 (DE). TUB vs. 34. CP:FAN vs all Reductions
- ONGUARD -REACH#1(M).TUBvs34.P.SLIPvs.43.CP:FANvs.all Reductions. TRIPLE(Over).
- CENTER -REACH#0(N).SLIPvs.34.P.SLIPvs.43.REACHvs. Even Wk. and Bear. CP: 42.
- OFFGUARD -REACH#1wk (M).SLIPvs.34.STACKvsReduction. SLICE (Under).
- OFFTACKLE-REACH#2wk (DE).STACKvs.Reduction.Possible SCOOP/SAFETY calls. Alert SLICE (Under).
- OFFTE -REACH#3wk (S).PossibleSCOOP/SAFETY calls.
- X -FORCE.
- Z -DF 2.

Alert QK PITCH: (E) (3) Toss to back in "T" alignment

# 90/80 SALLY/ROSE

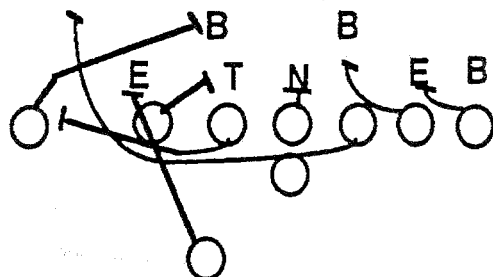
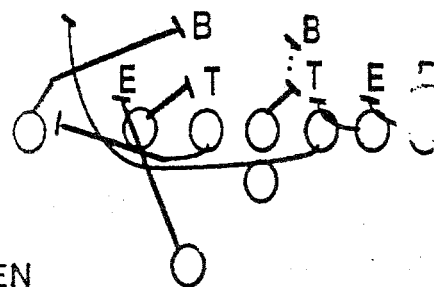


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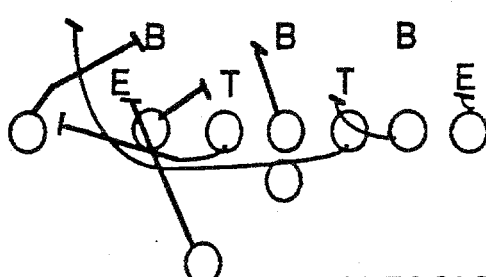


43

EVEN

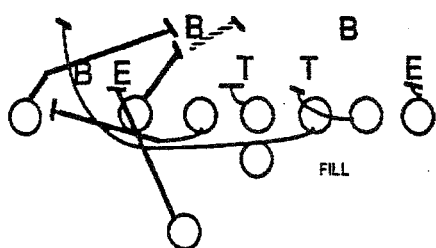
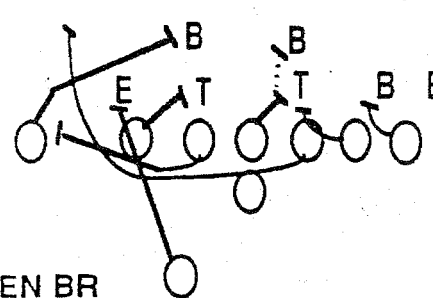


UNDER

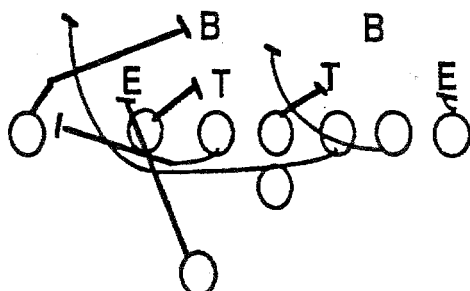


43 EAGLE

EVEN BR

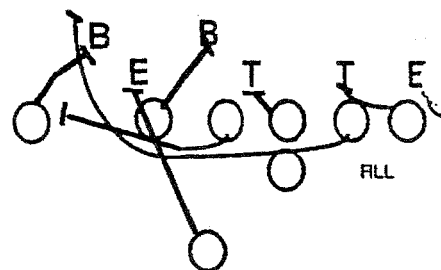


OVER



42

56



## 90/80 SALLY/ROSE

ON TACKLE

- GAP, block down on #1 weak.

ONGUARD

- Pull block force, poss. YOU/ME

CENTER

- BASE #0, vs. even fronts, block #1 weak. Poss YOU/ME

OFF GUARD

- Pull block 2nd force, alert Mo backer. FILL insid

OFFTACKLE  
TIGHT END

- BASE #2 (SCOOP). Alert FILL  
- BASE #3 SCOOP, safety. Alert FILL

X

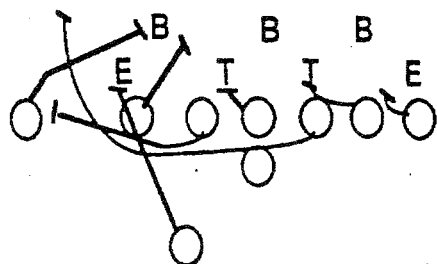
- CRACK LB.

Z

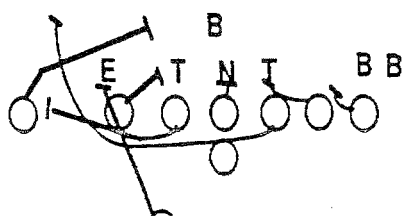
- DF 2.

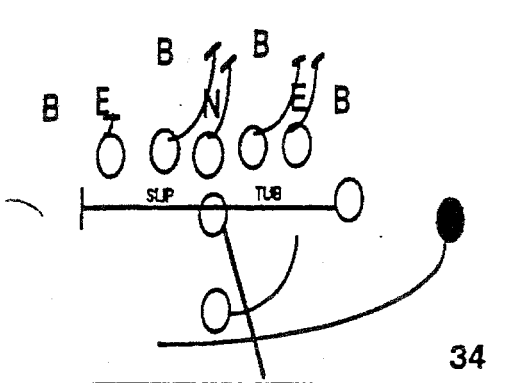
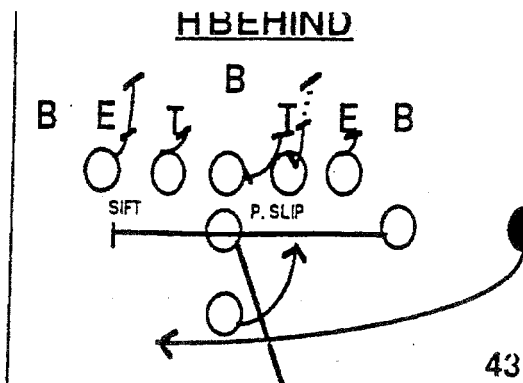
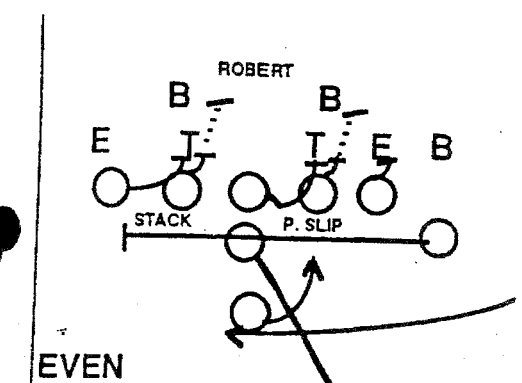
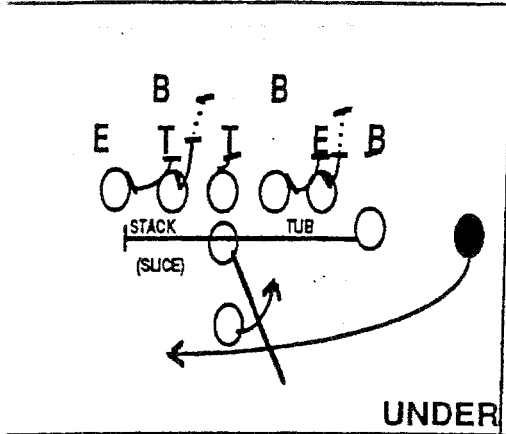
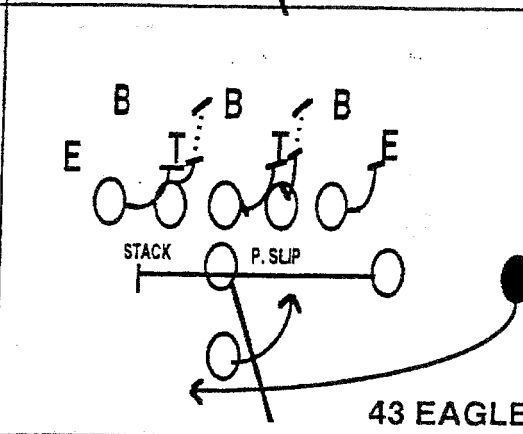
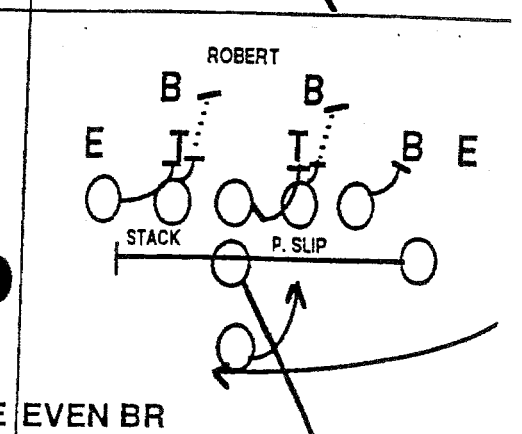
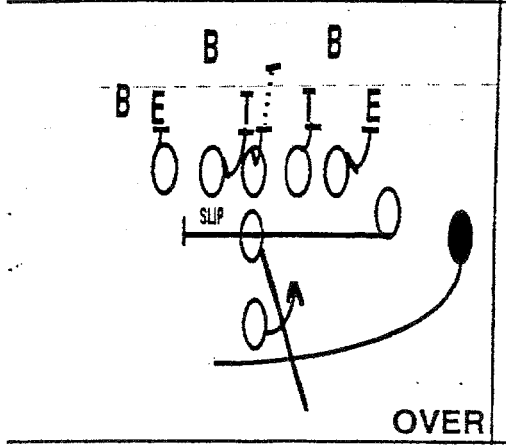
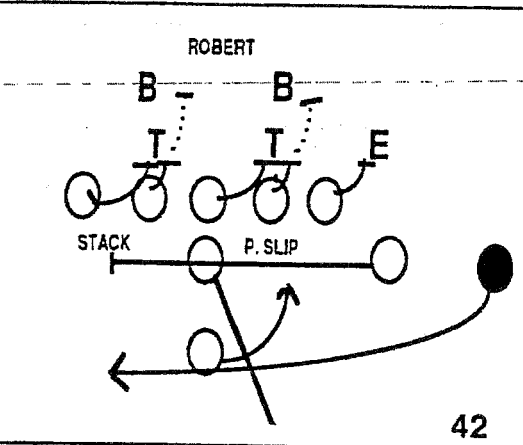
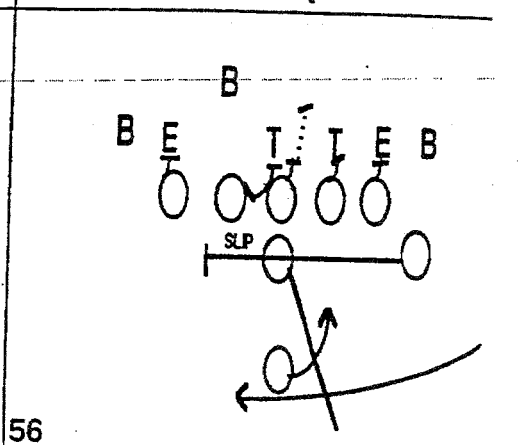
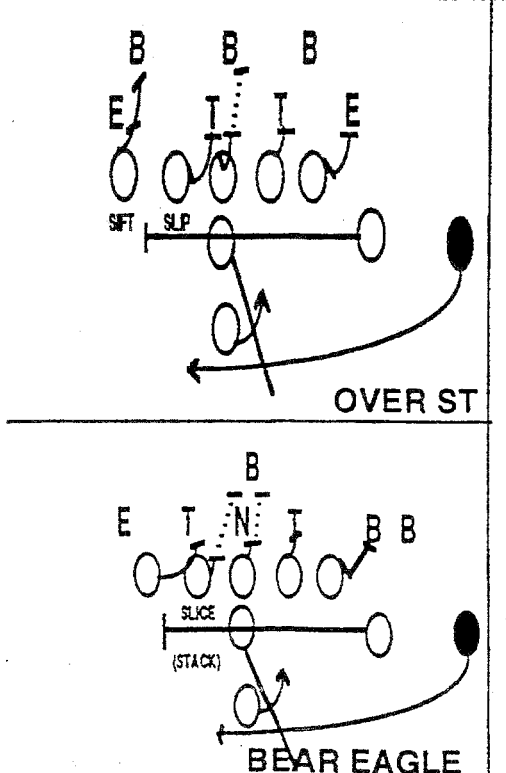
H

- REVERSE.



OVER ST



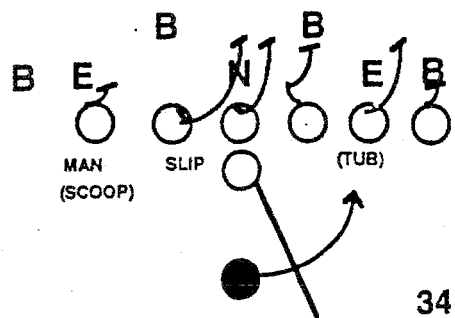
	<p><b>H BEHIND</b></p> 	<p><b>ROBERT</b></p> 
		<p><b>ROBERT</b></p> 
	<p><b>ROBERT</b></p> 	
	<p><b>H BEHIND</b></p> <p><b>TE ONTACKLE</b></p> <p><b>ONGUARD</b></p> <p><b>CENTER</b></p> <p><b>OFF GUARD</b></p> <p><b>OFFTACKLE -</b></p> <p><b>X Z</b></p> <p><b>BEAR EAGLE</b></p> <ul style="list-style-type: none"> <li>-Pull, CUT upfield knee of DE. If DE is FLAT turn upfield.</li> <li>-REACH #2 (DE). Poss. TUB. Block DE vs BEG, OVERS, "Bronco", or "Wide" looks.</li> <li>-REACH #1 (M). TUB vs 34. P. SLIP vs 43. Poss. TOP. Block DT vs BEG, OVERS, 43E.</li> <li>-REACH #0 (N)..P. SLIP vs 43.</li> <li>SLICE (Under) low priority. Alert REACH vs 42 and Bears.</li> <li>-REACH #1 (M).. STACK vs Reduction. Slice (Under), low priority.</li> <li>REACH #2 wk (DE). SIFT. STACK vs Reduction. Poss. SLICE (Under) low priority.</li> <li>-FORCE.</li> <li>-REVERSE.</li> </ul>	

<p>34</p>	<p><u>40/50 WHEEL</u></p> <p>43</p>	<p>EVEN</p>
<p>UNDER</p>	<p>43 EAGLE</p>	<p>EVEN BR</p>
<p>OVER</p>	<p>ROBERT</p> <p>42</p>	<p>56</p>

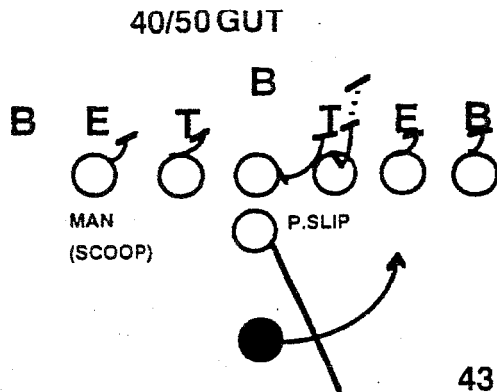
<p>OVER ST</p>	<p><u>40/50 WHEEL</u></p> <p><u>TIGHT END</u></p> <p>-REACH #3(S). MAN vs Reduction. Poss. (Team). FAN vs Bear Eagle, "Bronco", or "Wide" looks.</p> <p><u>ONTACKLE</u></p> <p>-REACH #2(DE). MAN vs 34, UN. TUB vs Reduction, Poss. (Tea FAN vs Bear Eagle, "Bronco" or "Wide" looks.</p> <p><u>ONGUARD</u></p> <p>-REACH #1 (M). P. SLIP vs. 34, UN, 43. EV. Poss. (Tub); TUB vs Reduction.</p> <p><u>CENTER</u></p> <p>-REACH #0 (N). P. SLIP vs. 34, UN, 43. Poss (Tub). STACK vs Reduction. Poss. (Tub).</p> <p><u>OFF GUARD</u></p> <p>-REACH #1 Wk. (M). Poss. (Slip) vs 34. STACK vs Reduction. Poss. YOU/ME vs Bubble.</p> <p><u>OFF TACKLE</u></p> <p>-REACH #2 Wk. (DE). STACK vs Reduction. Alert SCOOP/SAFE Poss. YOU/ME vs Bubble.</p> <p><u>H</u></p> <p><u>X</u></p> <p><u>Z</u></p> <p>-CUT END MAN ON L.O.S. ALERT Wide upfield rush.</p> <p>-FORCE</p> <p>-FORCE.</p>

# RUN CHECKS

PLAY	NO. #	SERIES	AUDIBLE	PRIORITIES	OPTIONS
GUT	40/50	ZONE	GEORGIA	1. TO BUBBLE 2. TO 4 MAN SIDE	√ OPP TO REDIRECT
GUT	20/30	ZONE	GEORGIA	1. SOLID = 20 GUT 2. ANY FRONT	
OUTSIDE	60/70	ZONE	OMAHA	1. UNBLOCKED \$ 2. TO TEX SIDE 3. √ WITH (T) SPRD 4. 'KILL' WITH (R) FAR	√ OPP TO REDIRECT "KILL" TO INSIDE GUT
TOSS (TEX)	80/90	ZONE	TULSA	1. UNBLOCKED \$ 2. TO TEX SIDE 3. √ WITH (T) SPRD 4. 'KILL' WITH (R) FAR	√ OPP TO REDIRECT (T) "KILL" TO INSIDE GUT (R)
TREY (WK)	20/30	ZONE	TREY	1. WK VS 3 MAN SIDE 2. COUNT BEGINS STR A GAP	√ OMAHA G/L "A" TO B.A.P.
TREY (WK)	60/70	ZONE	TREY	1. WK VS 3 MAN SIDE 2. COUNT BEGINS STR A GAP	√ OMAHA G/L "A" TO B.A.P.
ISO	40/50	MAN		1. UNBLOCKED \$ 2. TO BUBBLE	"MOVE" TO TAKE Y/H TO BUBBLE
SLIDE	40/50	MAN	SLIDE	1. PREFER REDUCTION 2. √ AWAY FROM FS DROP	√ OMAHA - B.A.P.
MAN	40/50 80/90	MAN	CHICAGO	1. ALL FRONTS 2. ACCOUNTS FOR \$	
PITCH (WK)	80/90	MAN		1. TACKLE AND H ADJUST TO END AND WILL 2. WK GUARD BACK = TOSS	ALERT EXTRA DB
OUTSIDE (WK)	60/70	MAN		1. TACKLE AND H ADJUST TO END AND WILL	ALERT EXTRA DB K' TO 20/30 GUT
POWER O	60/70	MAN		1. MUST ACCOUNT FOR \$	√ TO B.A.P.
"O"	14/15	MAN		1. PREFER TO REDUCTION 2. MUST ACCOUNT FOR \$	"MOVE" TO TAKE Y/H TO RED √ OPP VS \$
TRAP (STR)	12/13	MAN	STORM	1. TO '3' TECH 2. IF '1' SOLID 3. TO BUBBLE COULD BE 14/15 OR SOLID	√ OPP
TRAP (WK)	14/15	MAN	STORM	1. TO '3' TECH 2. TO BUBBLE BECOMES 14/15 3. TO '1' √ STRONG	√ OPP.
DRAW	PHB	MAN		1. UNBLOCKED \$ 2. TO BUBBLE	
DRAW (R)(T)	20/30	MAN		1. FOLD TO THE HOLE 2. FOSS. TOE BY TE/TACKLE	
PAINT (3)	20/30	MAN		1. 6 IN THE BOX 2. FOLD TO THE HOLE	"A" B.A.P.
BRUSH(4)	20/30	MAN		1. 6 IN BOX 2. OPP TO BUBBLE	"A" OPP TO BUBBLE OR B.A.P.
SALLY/ROSE	80/90	MAN		1. CAN NOT RUN WITH 3RD MAN IN L.O.S OR EXTREMELY WIDE DE	A' B.A.P. "KILL" TO DESIGNATED RUN

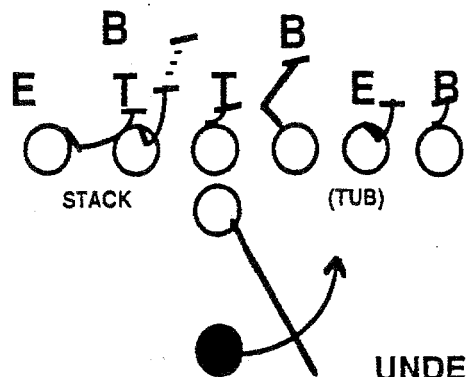
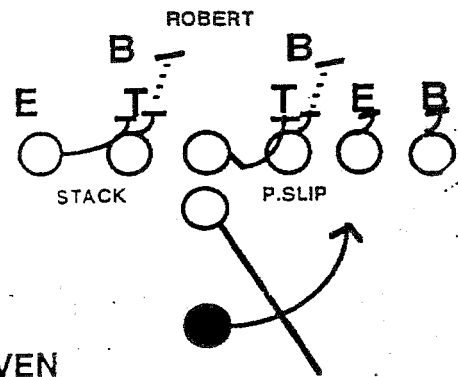


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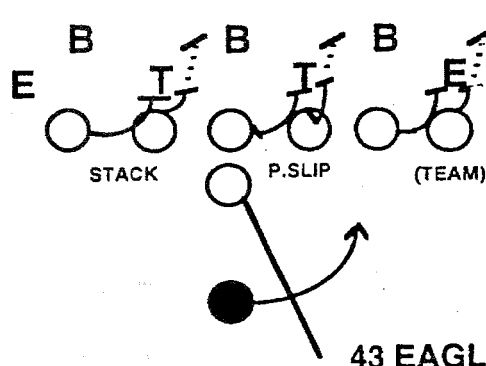


43

EVEN

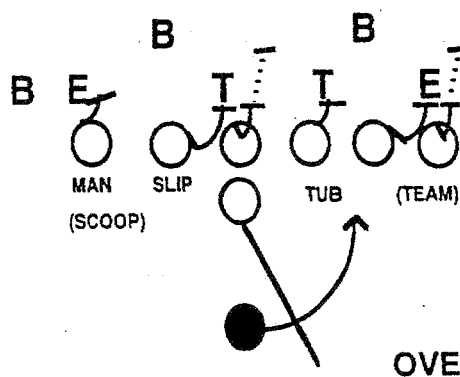
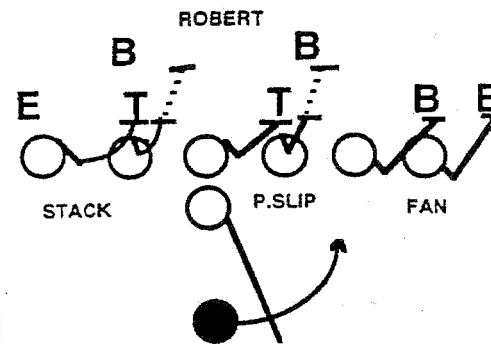


UNDER

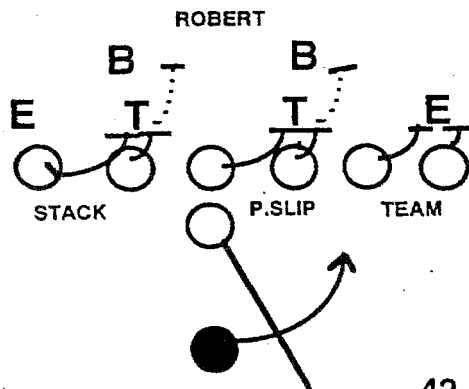


43 EAGLE

EVEN BR

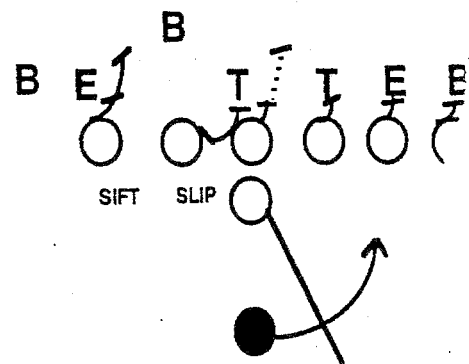


OVER



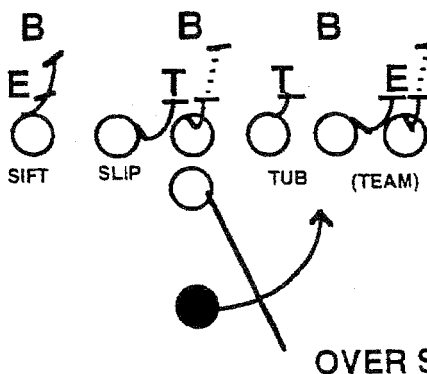
42

56

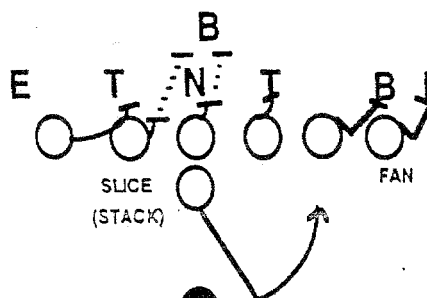


### 40/50 GUT

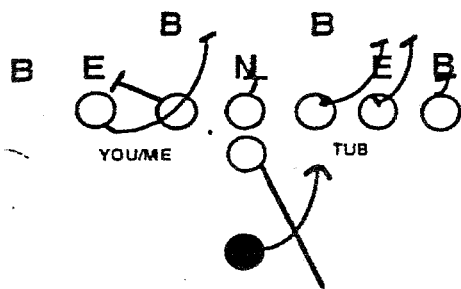
- TIGHT END** - REACH #3 (S). MAN vs Reduction, Poss. (Team). FAN vs Bear Eagle, "Bronco", or "Wide" looks.
- ON TACKLE** - REACH #2 (DE). MAN vs 34, UN, TUB vs Reductions, Poss. (Team). FAN Bear Eagle, "Bronco" or "Wide" looks.
- ON GUARD** - REACH #1 (M). P. SLIP vs 34, UN, 43, EV. Poss. (Tub). TUB vs Reduction
- CENTER** - REACH #0 (N). P. SLIP vs 34, UN, 43, EV. STACK vs UN, Poss. (Tub)
- OFF GUARD** - REACH #1 Wk. MAN Cutoff vs 34, Poss. (Slip). STACK vs Reduction.
- OFF TACKLE** - REACH #2 Wk. (DE). STACK vs Reduction. Alert SCOOP/SAFETY.
- OFF TE** - REACH #3 wk. (W). Alert SCOOP/SAFETY.
- X** - DF 2
- Z** - FORCE.



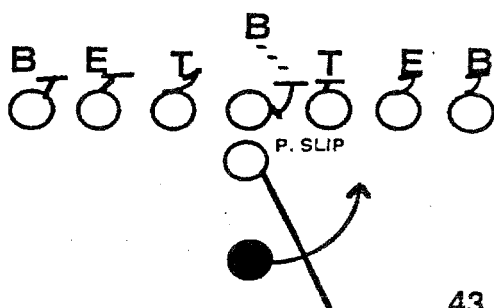
OVER ST



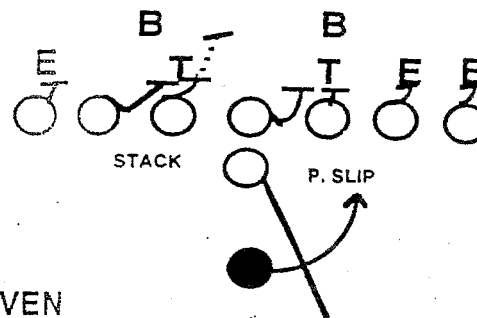




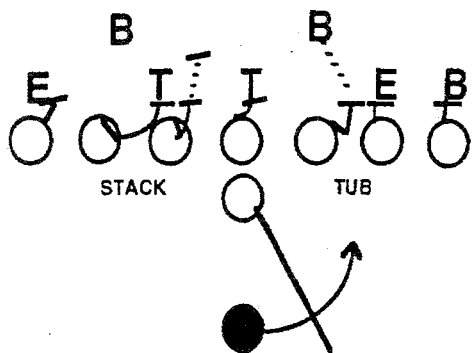
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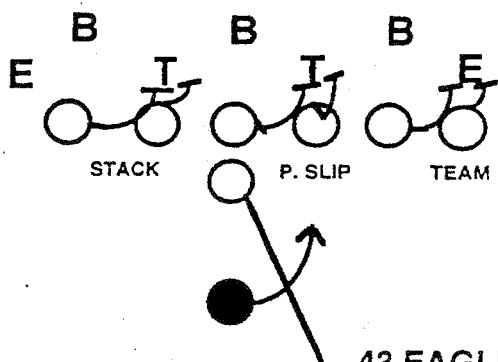
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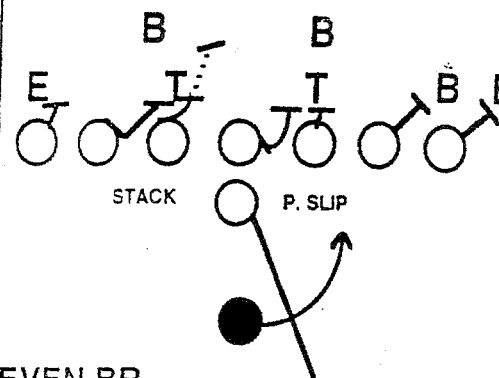
EVEN



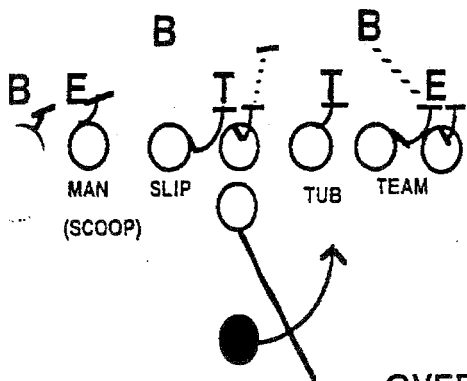
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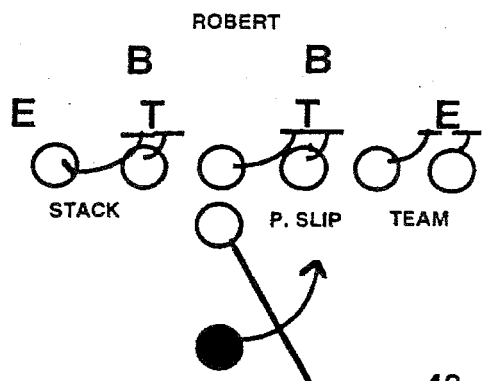
43 EAGLE



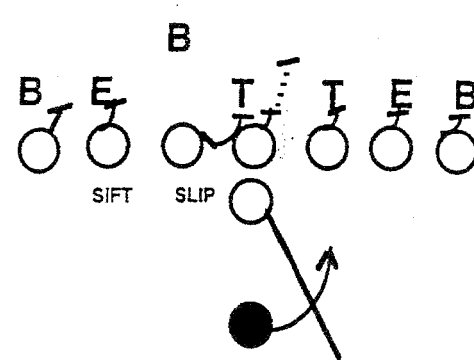
EVEN BR



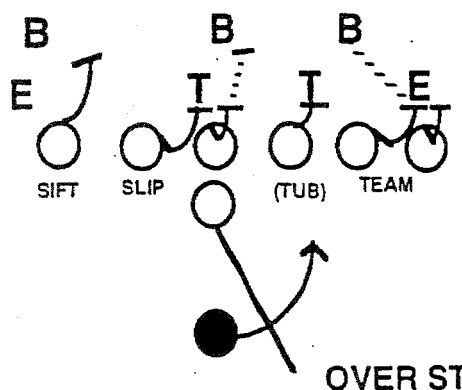
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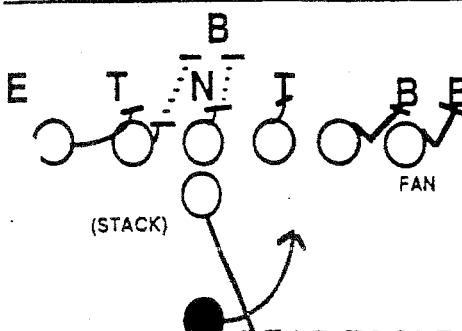
42



56



OVER ST



### 20/30 GUT TIGHT END

ON TACKLE

ON GUARD

CENTER

OFF GUARD

OFF TACKLE

OFF TE

X

Z

\*\*\*\*ALERT (6)CALL vs. Nickel Fronts\*\*\* ALERT (SOLID)

- REACH #3 (S). MAN vs Reduction. Poss. (Team) .FAN Bear Eagle, "Bronco", or "Wide" looks.

- REACH #2 (DE). MAN vs 34, UN. TUB vs Reduction, Poss. (Team). FAN vs Bear Eagle, "Bronco" or "Wide" looks.

- REACH #1 (M). P. SLIP vs. 34, UN, 43. EV. Poss. (Tub) TUB vs Reduction.

- REACH #0 (N). P. SLIP vs. 34, UN, 43. Poss (Tub). STACK vs Reduction. Poss. (Tub).

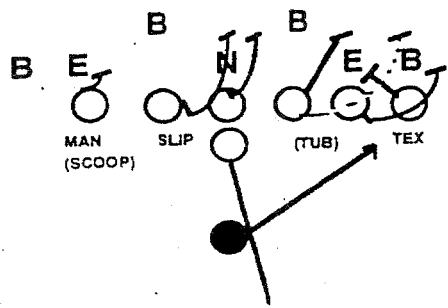
- REACH #1 Wk. (M). Poss. (Slip) vs 34. STACK vs Reduction. Poss. YOU/ME Vs Bubble.

- REACH #2 Wk. (DE). STACK vs Reduction. Alert SCOOP/SAFETY. Poss. YOU/ME vs Bubble.

- REACH #3 wk. (W). Alert SCOOP/SAFETY.

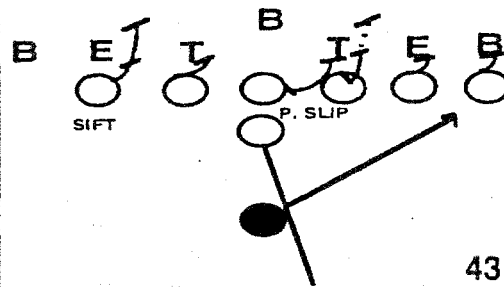
- FORCE.

- FORCE.



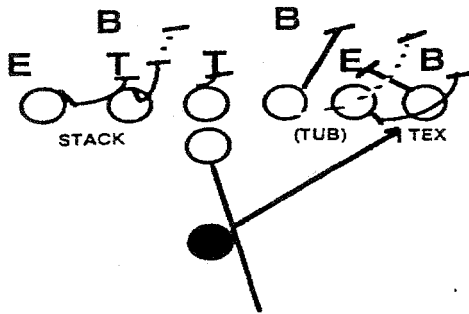
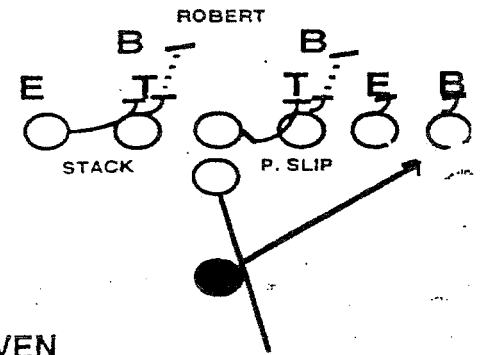
34

## 60/70 OUTSIDE

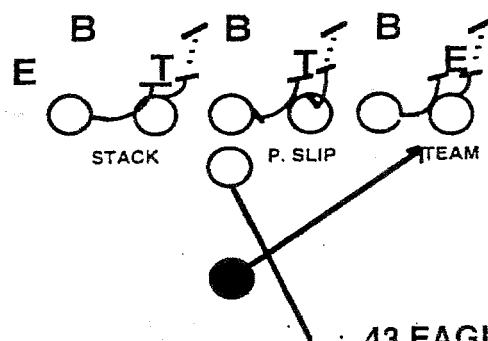


43

EVEN

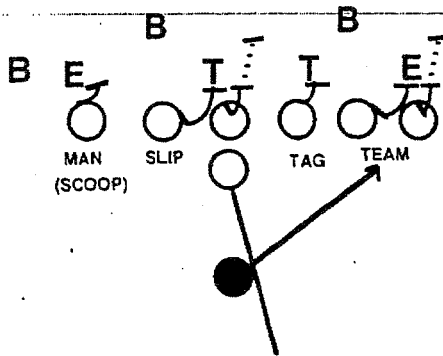
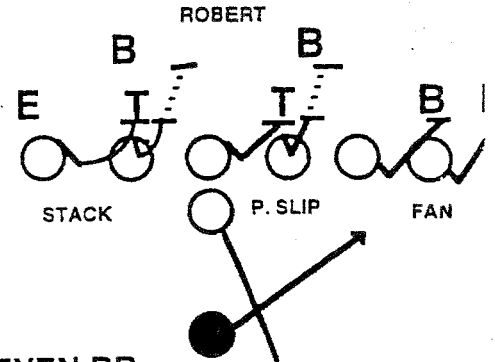


UNDER

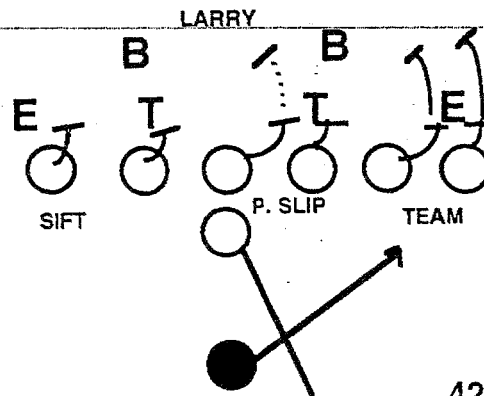


43 EAGLE

EVEN BR

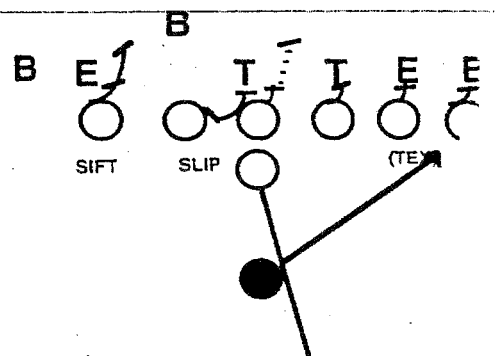


OVER



42

56



## 60/70 OUTSIDE

ON TACKLE

ON GUARD

CENTER

OFF GUARD

OFF TACKLE

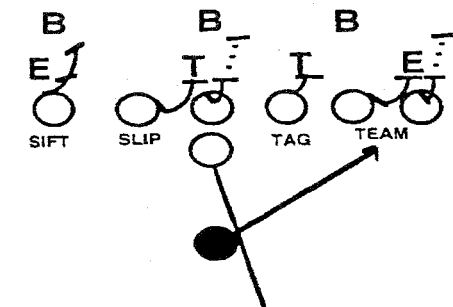
TE

OFF TE

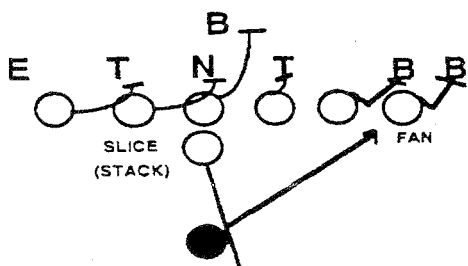
X

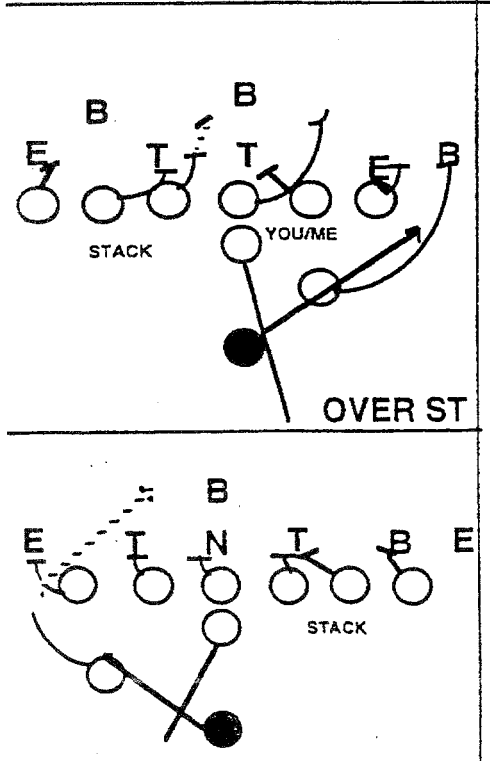
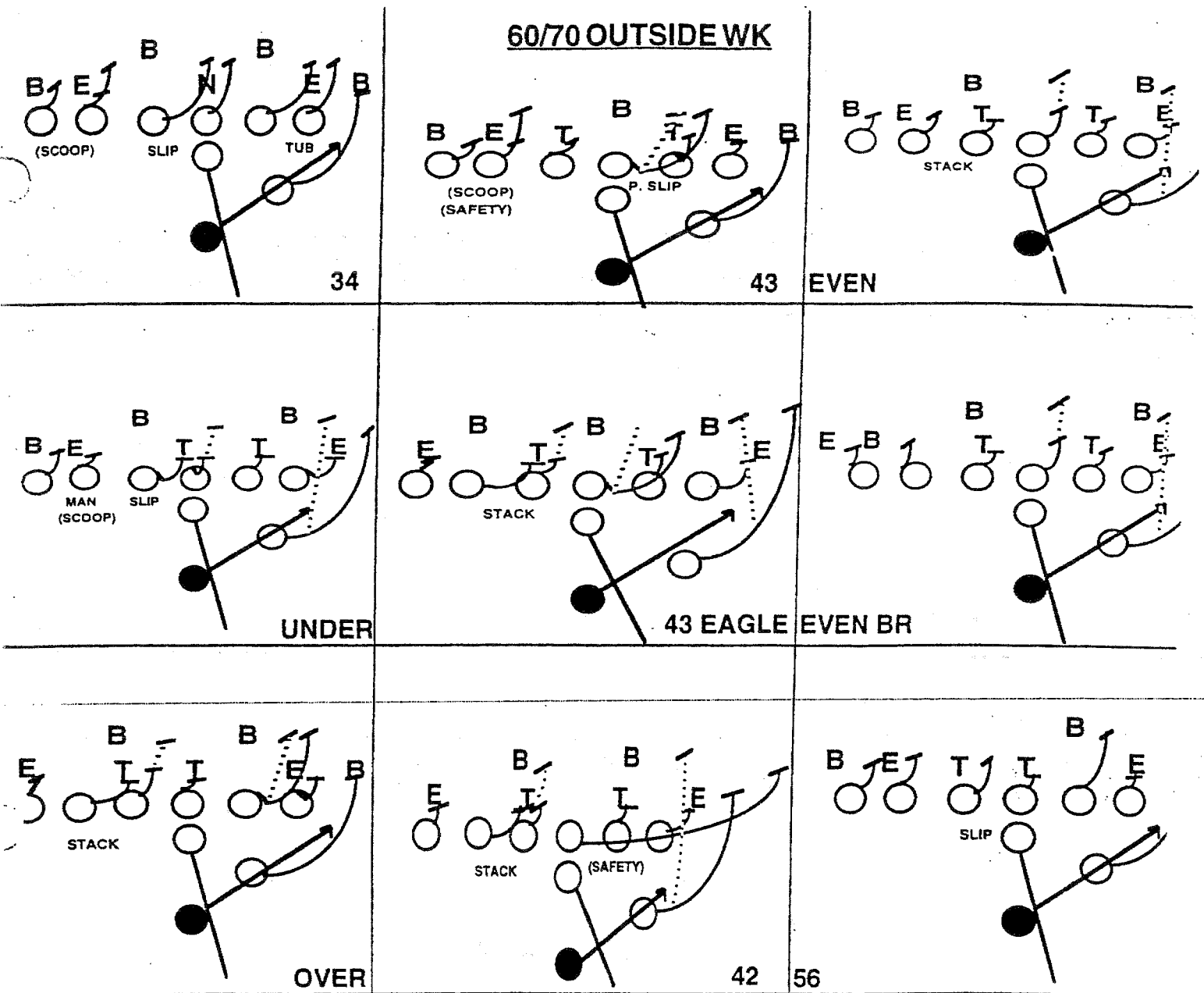
Z

- TEX Call.REACH #2 (DE). Poss.(Tub) vs 34. TAGvs Reductions. Poss. (Team). FAN vs Bear Eagle, "Bronco" or "Wide" looks. Alert TRIPLE. C.P Vs 9 Tech
- REACH #1 (M). P. SLIP vs.34,UN, 43. Poss (Tub). Alert YOU/ME. TAG Vs. Reduction.
- REACH #0 (N). P. SLIP vs. 34,UN,43. Poss. (Slip). Alert (Y/ME)
- REACH #1 Wk. (M).Poss.( SLIP) vs 34. STACK vs Reduction. Poss. YOU/ME Vs Bubble.
- REACH #2 Wk. (DE). STACK vs Reduction. Alert SCOOP/SAFETY.
- TEX Call.REACH #3 (S).TAG vs Reduction,Poss. (Team). FAN vs Bear Eagle, "Bronco", or "Wide" looks. Alert TRIPLE. C.P. vs 9 Tech
- REACH#3 wk. (W). Alert SCOOP/SAFETY
- DF 2.
- FORCE.



OVER ST





**60/70 OUTSIDE WK**

**ON TACKLE** -REACH #2 (DE) Poss. (TUB) vsBubble

**ON GUARD** -REACH #1 Poss (Tub).Alert YOU/ME.

**CENTER** -REACH #0 (N). Alert, YOU/ ME.(POSS. P. SLIP) v Uncovered

**OFF GUARD** -REACH #1 Wk. (M).Poss.( SLIP) vs 34. STACK vs Reduction. Poss. YOU/ME Vs Bubble.

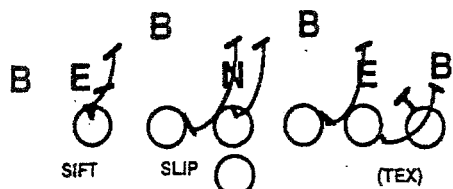
**OFF TACKLE** -REACH #2 Wk. (DE). STACK vs Reduction. Alert SCOOP/SAFETY.

**TE** -REACH #3: FAN vs, "Bronco", or "Wide" Alert (SCOOP/ SAFETY)

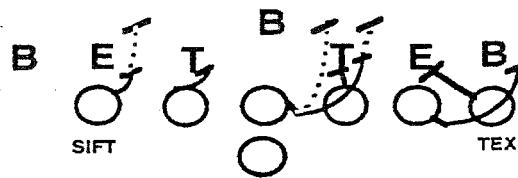
**X** -FORCE

**Z** -DF2

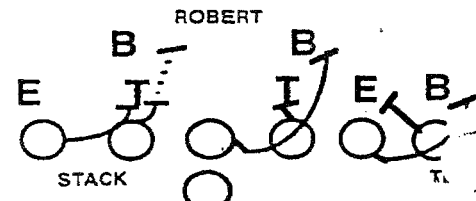
# 80/90 TEX



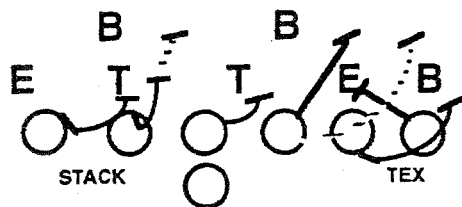
34



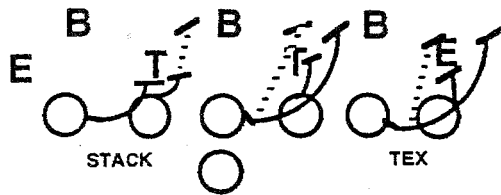
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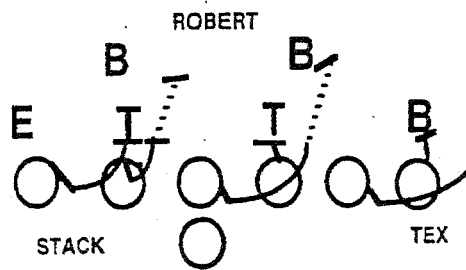
EVEN



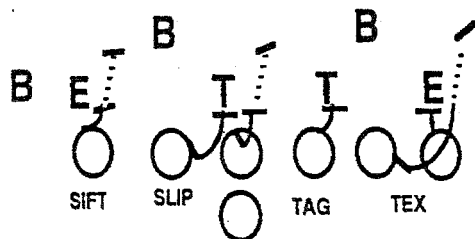
UNDER



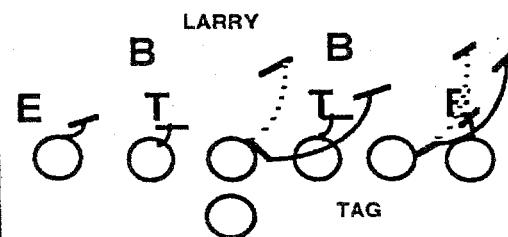
43 EAGLE



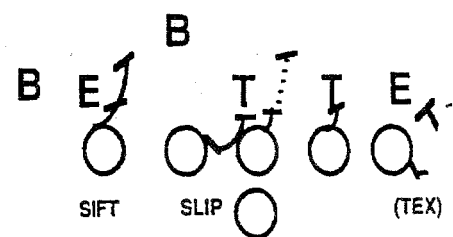
EVEN BR



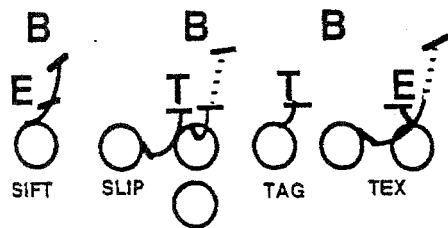
OVER



42



56



OVER ST

## 80/90 TEX TIGHT END

ONTACKLE

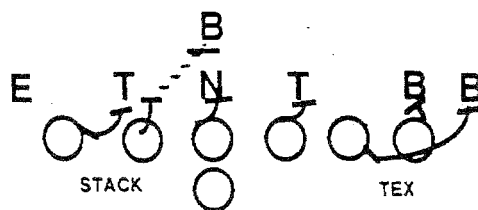
ONGUARD  
CENTER

OFF GUARD

OFF TACKLE

OFF TE  
X  
Z

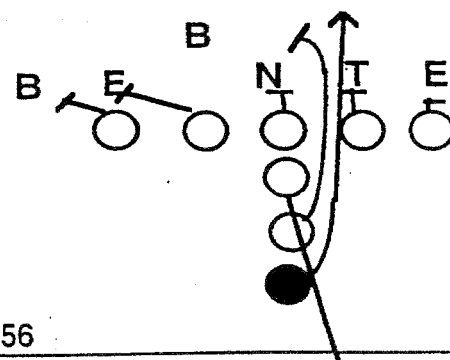
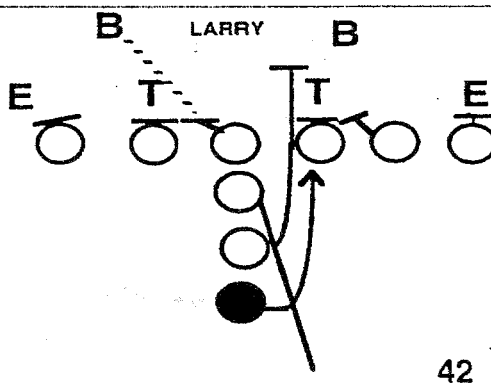
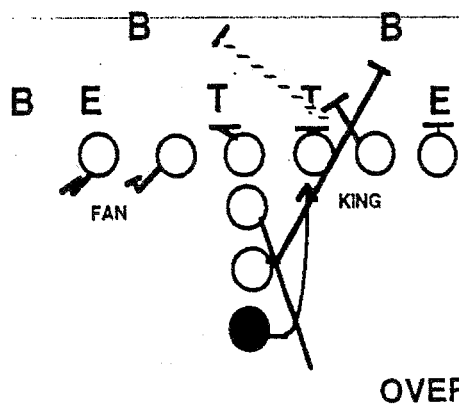
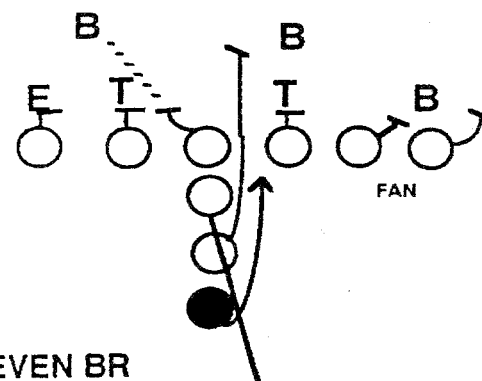
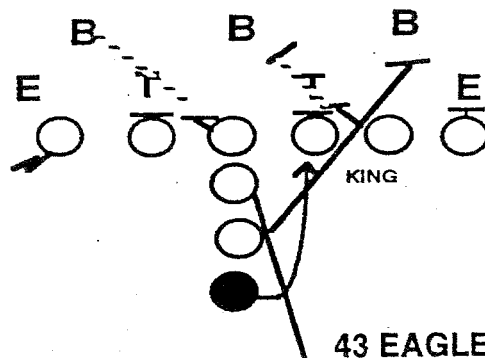
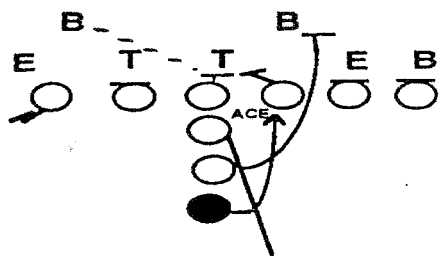
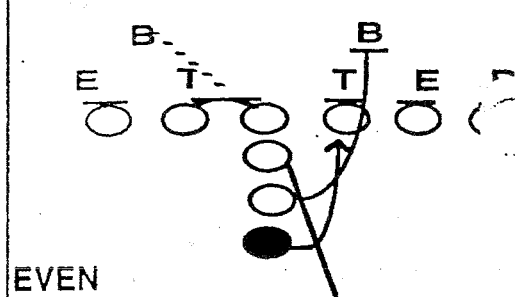
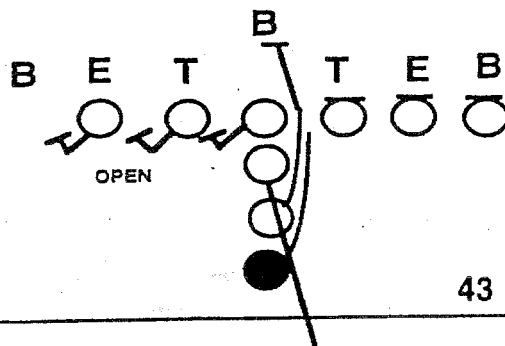
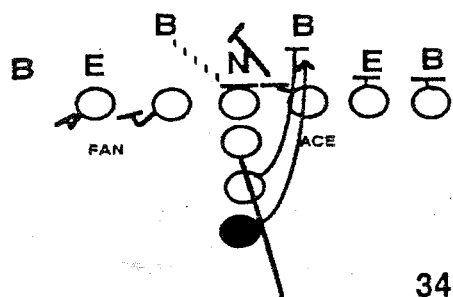
- TEXblockD-End: Poss.(TAG) vs. Reduction. C.P. Vs Eagle (Standup Lber)
- Pull block Sam, force outside Vs Bubble, Flat Look
- OPTION Block vs Reduction. Poss. TAG
- Reach #1 (M) Alert YOU/ME
- REACH #0 (nose). OPTION vs Uncovered: Alert YOU/ ME.
- REACH #1 (M). Poss. (Slip) vs. 34. STACK vs Reductions. Poss. YOU/ME Vs Bubble.
- REACH #2 (DE) SIFT. STACK vs. Reductions Alert SCOOP/SAFETY.
- REACH #3 wk (W). Alert SCOOP/SAFETY.
- DF2.
- FORCE.



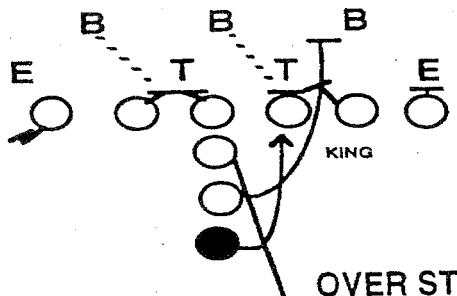
→

<p>80/90 TOSS</p> <p>SIFT SLIP (TUB) (TEX)</p> <p>TRIPLE</p> <p>34</p>	<p>SIFT P. SLIP (TEX)</p> <p>43</p>	<p>STACK P. SLIP (TE)</p> <p>EVEN</p>
<p>STACK TUB (TEX)</p> <p>TRIPLE</p> <p>UNDER</p>	<p>STACK P. SLIP TEAM</p> <p>43 EAGLE</p>	<p>STACK P. SLIP FAN</p> <p>TEX</p> <p>EVEN BR</p>
<p>SIFT SLIP TAG TEAM</p> <p>OVER</p>	<p>P. SLIP TAG TEAM</p> <p>42</p>	<p>SIFT SLIP (TE)</p> <p>56</p>
<p>SIFT SLIP TAG TEAM</p> <p>OVER ST</p>	<p><b>80/90 TOSS</b></p> <p><b>TIGHT END</b></p> <ul style="list-style-type: none"> <li>- REACH#3(S).Poss.(Tag)vs.Reduction.FANvsBear Eagle, "Bronco" or "Wide" looks. Alert TEX. Poss. TRIPLE. C.P. vs 9 Tech.</li> </ul> <p><b>ON TACKLE</b></p> <ul style="list-style-type: none"> <li>- REACH #2 (DE). Poss.(Tub) vs. 34 TAG vs.Reduction.Poss.(Team) AlertTEX. Poss./TRIPLE</li> </ul> <p><b>ONGUARD</b></p> <ul style="list-style-type: none"> <li>- Reach#1 (M)..P.SLIPvs34,UN,43.Poss.(Tub) Alert YOU/ME</li> </ul> <p><b>CENTER</b></p> <ul style="list-style-type: none"> <li>- REACH #0 (nose )P. SLIPvs.34,UN,43.Poss. (Slip) Alert YOU/ ME.</li> </ul> <p><b>OFF GUARD</b></p> <ul style="list-style-type: none"> <li>- REACH #1 (M).Poss.(Slip) vs. 34. STACK vs Reductions. Poss. YOU/ME Vs Bubble.</li> </ul> <p><b>OFF TACKLE</b></p> <ul style="list-style-type: none"> <li>- REACH #2 (DE) SIFT. STACK vs. Reductions Alert SCOOP/SAFETY.</li> </ul> <p><b>OFF TE</b></p> <ul style="list-style-type: none"> <li>- REACH#3wk.(W).AlertSCOOP/SAFETY.</li> </ul> <p><b>X</b></p> <ul style="list-style-type: none"> <li>- DF 2.</li> </ul> <p><b>Z</b></p> <ul style="list-style-type: none"> <li>- FORCE.</li> </ul>	
<p>STACK FAN</p>		

# 40/50 ISO



## 40/50 ISO



TE

-BASE #3 (S).

ON TACKLE

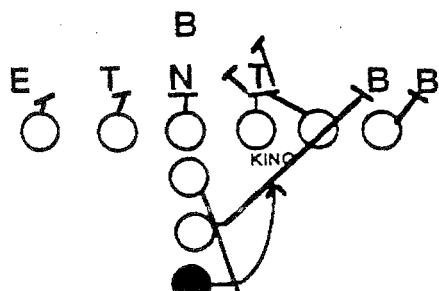
-BASE #2 (DE). Alert KING vs Reduction.

ON GUARD

-ACE vs. 34. KING vs. Reductions. BASE #1 vs. 44/56.

CENTER

-ACE vs. 34. SLIDE #1 weak. BASE #0 vs. Over/5 Bear.



OFF GUARD

-SLIDE #2 wk. (DE). Alert FAN.

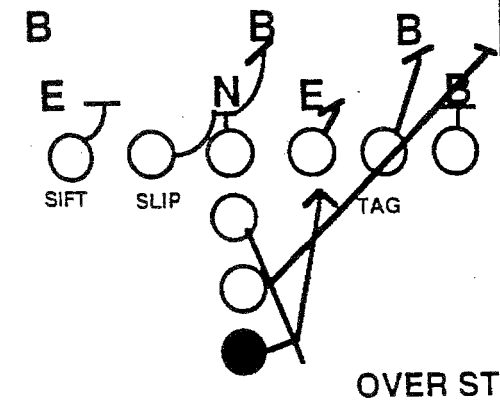
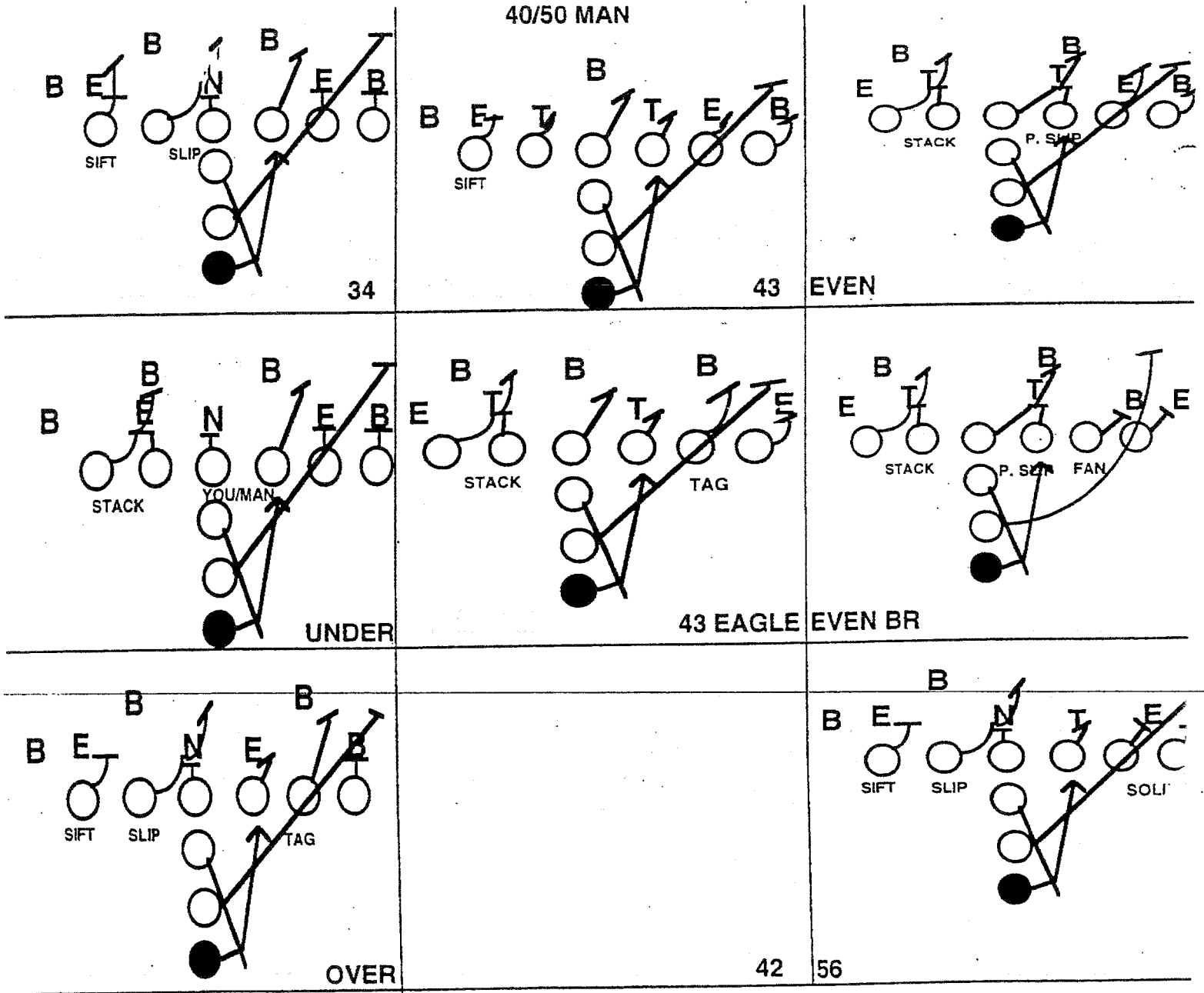
OFF TACKLE

-SLIDE #3 wk. (Will). Alert FAN.

X

-DF 2.

<p>34</p>	<p style="text-align: center;"><u>50/40 SLIDE</u></p> <p>43</p>	<p style="text-align: center;">ROBERT</p> <p>EVEN</p>																
<p>UNDER</p>	<p>43 EAGLE</p>	<p style="text-align: center;">ROBERT</p> <p>EVEN BR</p>																
<p>OVER</p>	<p style="text-align: center;">ROBERT</p> <p>42</p>	<p>56</p>																
<p>OVER ST</p>	<p style="text-align: center;"><u>50/40 SLIDE</u></p> <table><tr><td>ON TACKLE</td><td>- Block #2 on LOS. FAN on Bubble. Alert PINCH, block #2.</td></tr><tr><td>ON GUARD</td><td>- Block #1 on LOS. FAN on Bubble. Alert PINCH, block #1.</td></tr><tr><td>CENTER</td><td>- BASE #0. YOU/ME /PINCH.</td></tr><tr><td>OFF GUARD</td><td>- BASE #1. Poss. YOU/ME.</td></tr><tr><td>OFF TACKLE</td><td>- BASE #2. Alert SLIDE Strong, SIFT.</td></tr><tr><td>TE</td><td>- BASE #3. Release and block SS if to you.</td></tr><tr><td>X</td><td>- ST. DF 2. WK. FORCE.</td></tr><tr><td>Z</td><td>- DF 1 *. DF 2.</td></tr></table>		ON TACKLE	- Block #2 on LOS. FAN on Bubble. Alert PINCH, block #2.	ON GUARD	- Block #1 on LOS. FAN on Bubble. Alert PINCH, block #1.	CENTER	- BASE #0. YOU/ME /PINCH.	OFF GUARD	- BASE #1. Poss. YOU/ME.	OFF TACKLE	- BASE #2. Alert SLIDE Strong, SIFT.	TE	- BASE #3. Release and block SS if to you.	X	- ST. DF 2. WK. FORCE.	Z	- DF 1 *. DF 2.
ON TACKLE	- Block #2 on LOS. FAN on Bubble. Alert PINCH, block #2.																	
ON GUARD	- Block #1 on LOS. FAN on Bubble. Alert PINCH, block #1.																	
CENTER	- BASE #0. YOU/ME /PINCH.																	
OFF GUARD	- BASE #1. Poss. YOU/ME.																	
OFF TACKLE	- BASE #2. Alert SLIDE Strong, SIFT.																	
TE	- BASE #3. Release and block SS if to you.																	
X	- ST. DF 2. WK. FORCE.																	
Z	- DF 1 *. DF 2.																	
<p>DEAD EAGLE</p>	<p style="text-align: right;">RUNS</p>																	



#### 40/50 MAN

TIGHT END

ON TACKLE

ON GUARD

CENTER

OFF GUARD

OFF TACKLE

X  
Z  
H

-BASE #3 , Poss,

- BASE #2 . Poss, TAG vs. Reduction

-BASE #1 . Poss, TAG vs Reduction

- BASE # 0. Poss. YOU/ME. Pinch vs Bubble W

- BASE #1 STACK Vs. Reduction. Slip vs Bubble

- BASE #2 , STACK Vs. Reduction, Sift vs Bubble

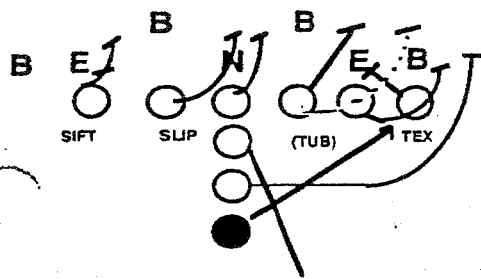
- DF 2,

- DF 1

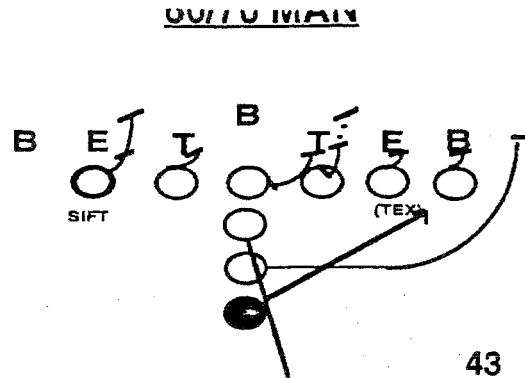
- FORCE

RUNS



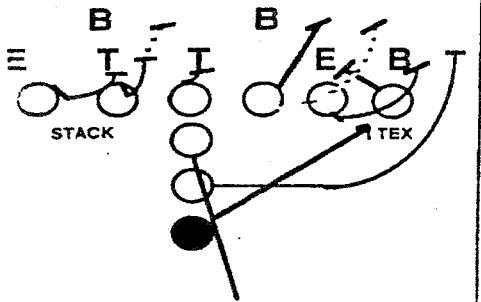
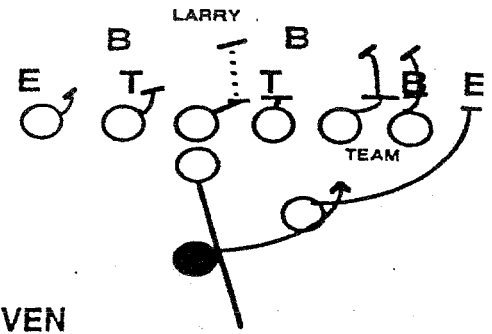


34

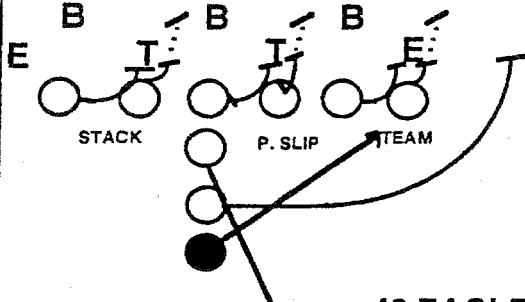


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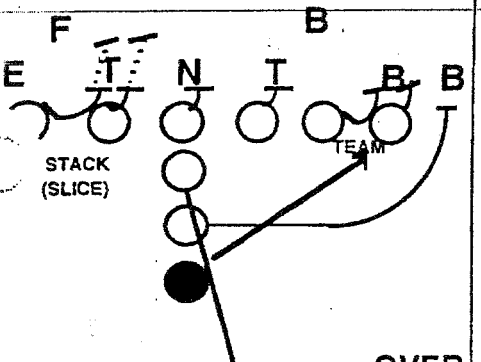
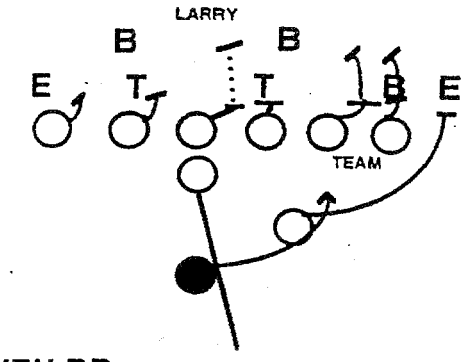
EVEN



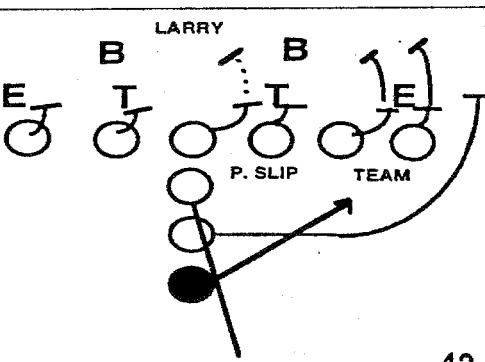
UNDER



43 EAGLE EVEN BR

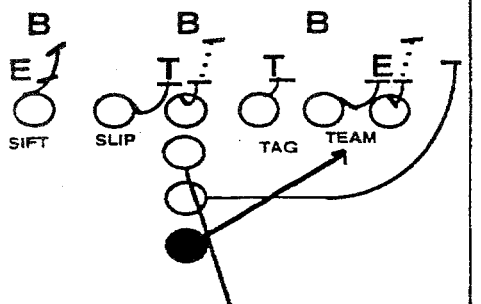
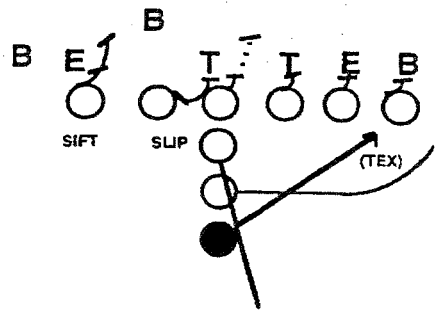


OVER

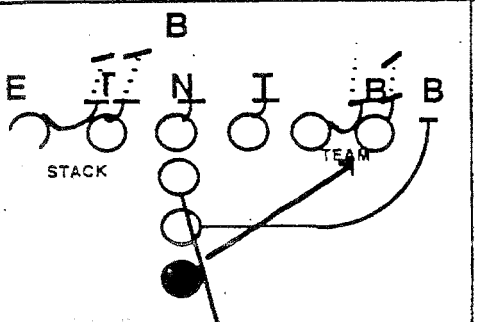


42

56



OVER ST



60/70 MAN

H  
TIGHT END

ONTACKLE

ON GUARD

CENTER

OFF GUARD

OFF TACKLE

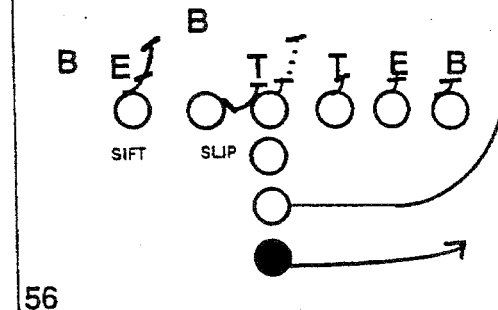
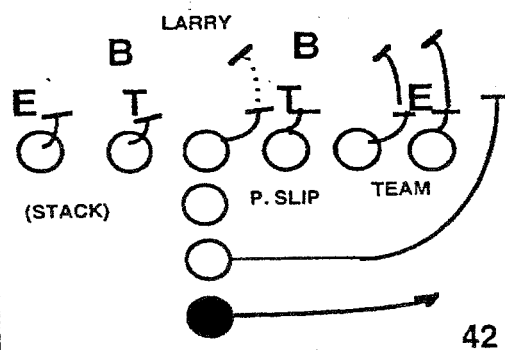
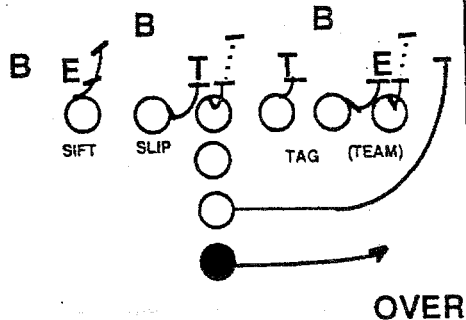
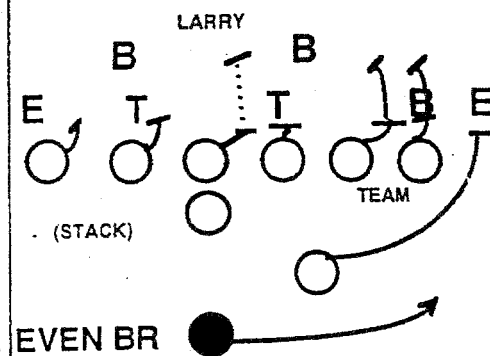
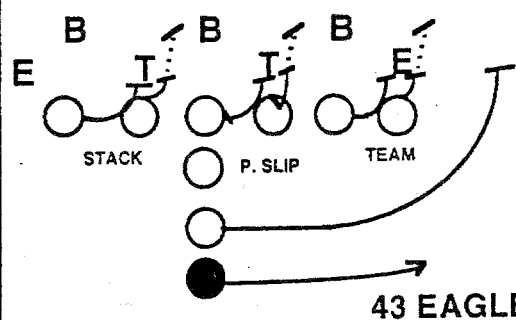
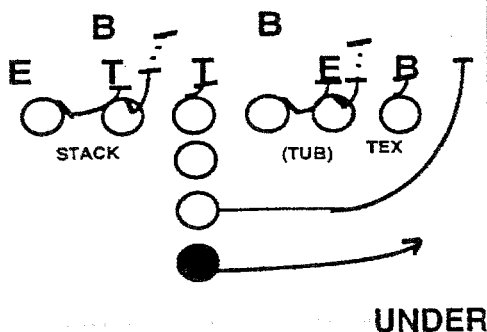
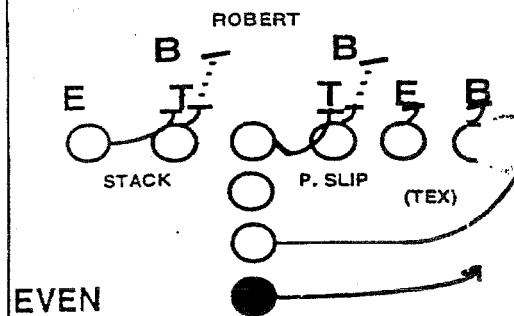
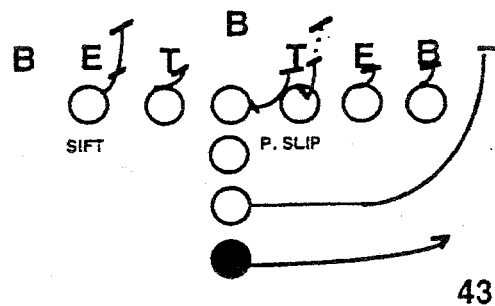
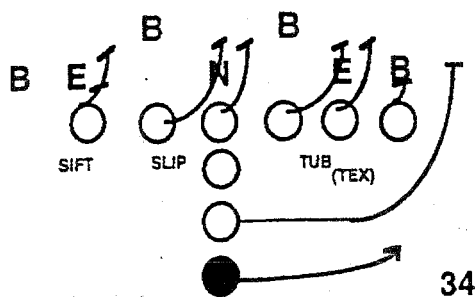
OFF TE

X

Z

- Force #4.
- TEXCall.BASE #3. (S)Poss.(Team)vs.reduction C.P. 9 Tech.
- TEXCall.BASE #2(DE). Poss.(Tub)vs34. TAG vs. reduction. C.P. vs 9 Tech . Alert TRIPLE.
- BASE #1(M) P.SLIPvs.34,UN,43.Poss.(Tub) TAGVsReduction.Alert YOU/ME call.
- BASE #0(nose). P.SLIPvs.34,UN,43.Poss.(Slip) Alert YOU/ME.
- BASE #1 wk(M). Poss(SLIP)vs.34.STACKVsReduction. Poss.YOU/MEvsBubble.
- BASE #2 wk. SIFT. STACK vs. reduction. AlertSCOOP/SAFETY.
- BASE #3 wk. (W). Alert SCOOP/SAFETY.
- DF 2.
- DF 1.

# 80/90 MAN



## 80/90 MAN

H  
TIGHTEND

ONTACKLE

ON GUARD

CENTER

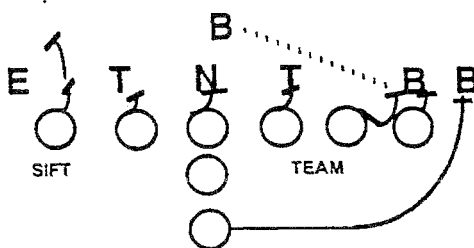
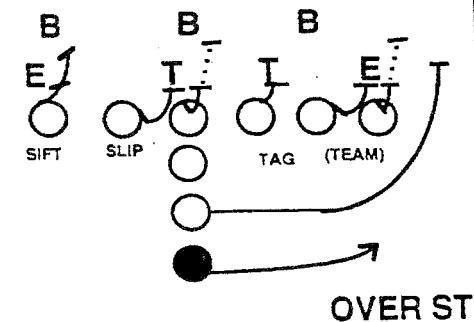
OFF GUARD

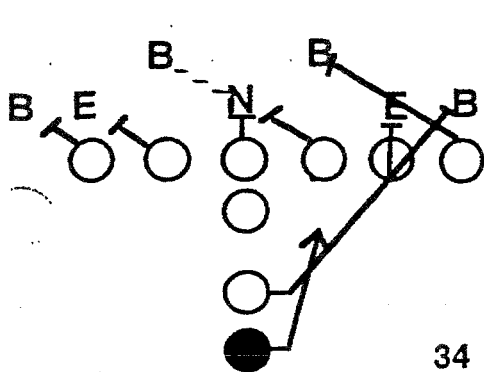
OFFTACKLE

OFF TE

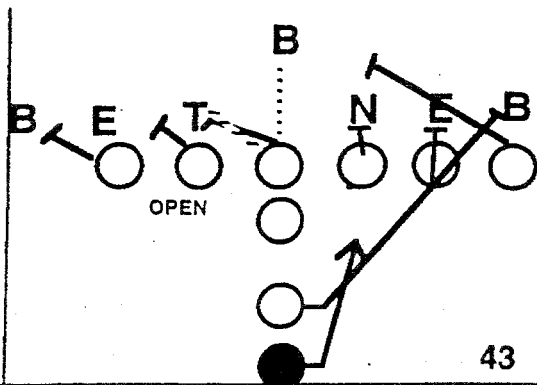
X  
Z

- Force#4.
- BASE#3. (S) TAG vs. reduction. Poss. (Team). Alert TEX C.P. Vs9Tech.
- BASE#2(DE). Poss. (Tub) vs. 34. TAG vs. reduction. Poss. (Team) vs Bear Eagle, "Bronco" or "Wide" looks. TRIPLE.
- BASE#1(M) P. SLIP vs. 34, UN, 43. Poss. (Tub). TAG vs Reduction. Alert YOU/ME.
- BASE#0(nose). P. SLIP vs. 34, UN, 43. Poss. (Slip) Alert YOU/ME.
- BASE#1wk(M). Poss. (Slip) vs. 34. STACK vs Reduction Poss. YOU/ME vs Bubble.
- BASE#2wk. SIFT. STACK vs. reduction. Alert SCOOP/SAFETY.
- REACH#3wk.(W). Alert SCOOP/SAFETY.
- DF2.
- DF 1.



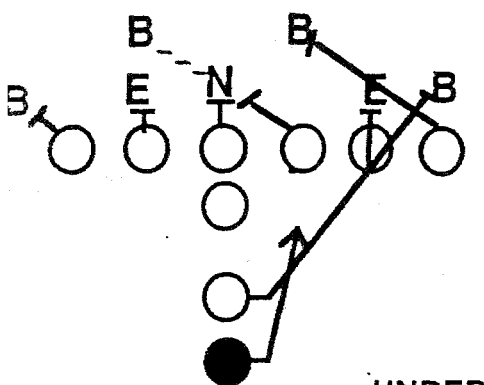
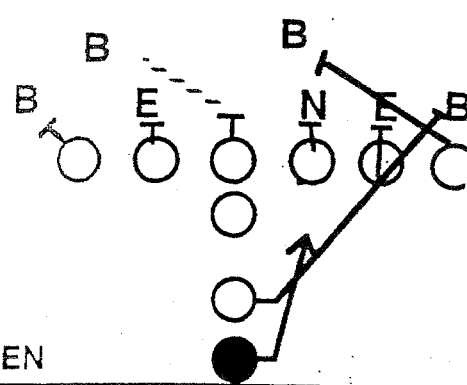


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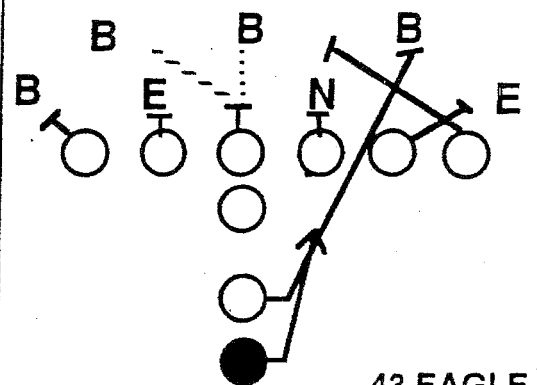


43

EVEN

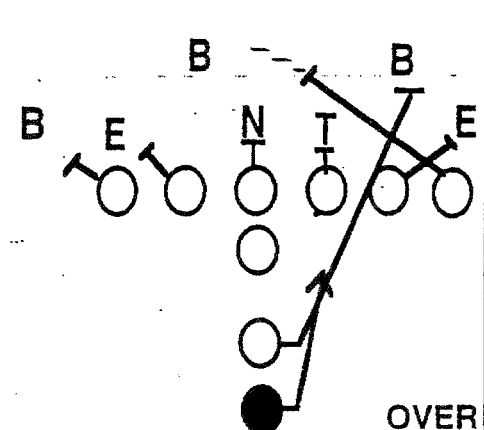
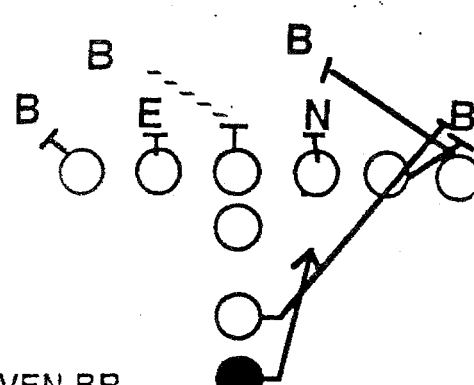


UNDER

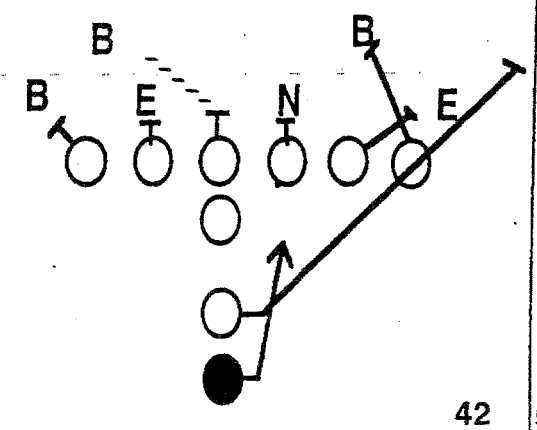


43 EAGLE

EVEN BR

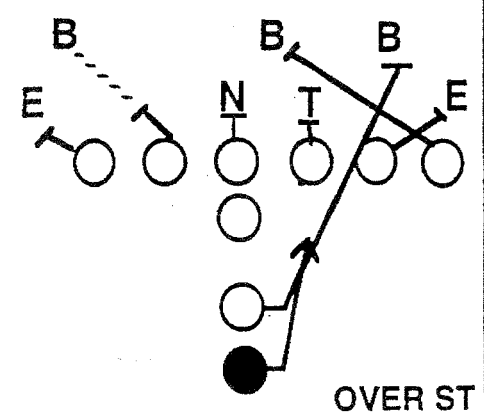
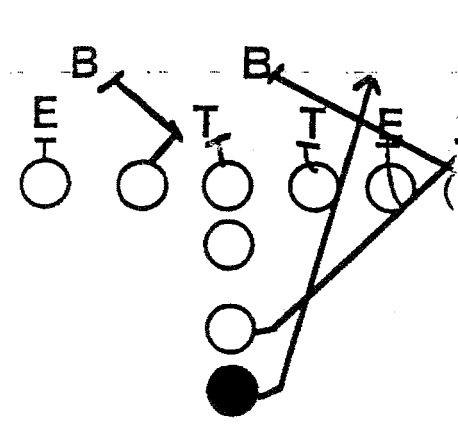


OVER

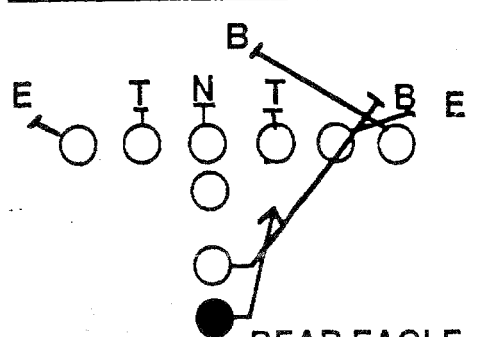


42

56



OVER ST



### PHB (HOUND) DRAW-7 MAN

#### OFFTACKLE

- Draw set, BASE #2. Alert vs. unders, block 2. FAN vs. 33/51/2 on 2 weak.

#### OFF GUARD

- Draw set, BASE #1. FAN vs. 33/51/2 on 2 weak. LARRY/ROBERT weak vs. 42s. ACE

#### CENTER

- Draw set, BASE #0. LARRY/ROBERT weak vs. 42s ACE/Pinch vs. offset nose. Possible YOU/ME Alert 4 man.

#### CN GUARD ON TACKLE

- Draw set, BASE #1. Possible YOU/ME. Z
- Draw set, BASE #2. Alert TOE vs Reduction/ Bronco

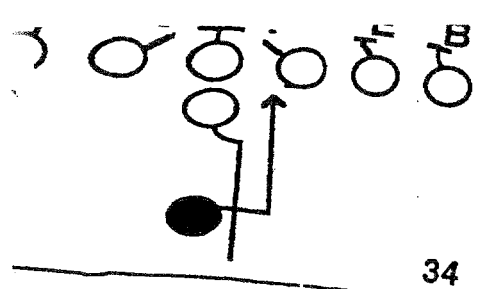
TE  
X  
Z  
H

- Release inside Block MIKE
- DF 1 POINT.
- FORCE your side.
- BLOCK SAM

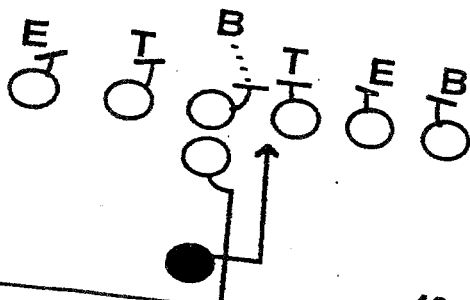
RUNS

<p>34</p>	<p><u>20/30 DRAW</u></p> <p>43</p>	<p>EVEN</p>																		
<p>UNDER</p>	<p>43 EAGLE</p>	<p>EVEN BR</p>																		
<p>OVER</p>	<p>42</p>	<p>56</p>																		
<p>OVER ST</p>	<p><u>20/30 DRAW</u></p> <table><tr><td>OFFTACKLE</td><td>- Draw set, BASE #2. Alert vs. unders, block 2. FAN vs. 33/51/2 on 2 weak.</td></tr><tr><td>OFF GUARD</td><td>- Draw set, BASE #1. FAN vs. 33/51/2 on 2 weak. LARRY/ROBERT weak vs. 42s. ACE/PINCH.</td></tr><tr><td>CENTER</td><td>- Draw set, BASE #0. LARRY/ROBERT weak vs 42s Ace/Pinch vs. offset nose. Possible YOU/M</td></tr><tr><td>ON GUARD</td><td>- Draw set, BASE #1. Possible YOU/ME. Z</td></tr><tr><td>ON TACKLE</td><td>- Draw set, BASE #2. Possible TOE.</td></tr><tr><td>TE</td><td>- Draw set, BASE #3. Alert TOE.</td></tr><tr><td>H</td><td>- Pass set, BASE #3 wk. Alert TOE.</td></tr><tr><td>X</td><td>- FORCE.</td></tr><tr><td>Z</td><td>- DF 2.</td></tr></table>		OFFTACKLE	- Draw set, BASE #2. Alert vs. unders, block 2. FAN vs. 33/51/2 on 2 weak.	OFF GUARD	- Draw set, BASE #1. FAN vs. 33/51/2 on 2 weak. LARRY/ROBERT weak vs. 42s. ACE/PINCH.	CENTER	- Draw set, BASE #0. LARRY/ROBERT weak vs 42s Ace/Pinch vs. offset nose. Possible YOU/M	ON GUARD	- Draw set, BASE #1. Possible YOU/ME. Z	ON TACKLE	- Draw set, BASE #2. Possible TOE.	TE	- Draw set, BASE #3. Alert TOE.	H	- Pass set, BASE #3 wk. Alert TOE.	X	- FORCE.	Z	- DF 2.
OFFTACKLE	- Draw set, BASE #2. Alert vs. unders, block 2. FAN vs. 33/51/2 on 2 weak.																			
OFF GUARD	- Draw set, BASE #1. FAN vs. 33/51/2 on 2 weak. LARRY/ROBERT weak vs. 42s. ACE/PINCH.																			
CENTER	- Draw set, BASE #0. LARRY/ROBERT weak vs 42s Ace/Pinch vs. offset nose. Possible YOU/M																			
ON GUARD	- Draw set, BASE #1. Possible YOU/ME. Z																			
ON TACKLE	- Draw set, BASE #2. Possible TOE.																			
TE	- Draw set, BASE #3. Alert TOE.																			
H	- Pass set, BASE #3 wk. Alert TOE.																			
X	- FORCE.																			
Z	- DF 2.																			

RUNS

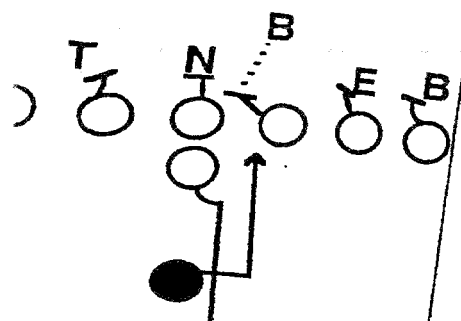
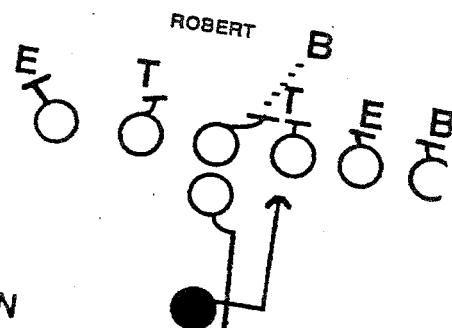


34

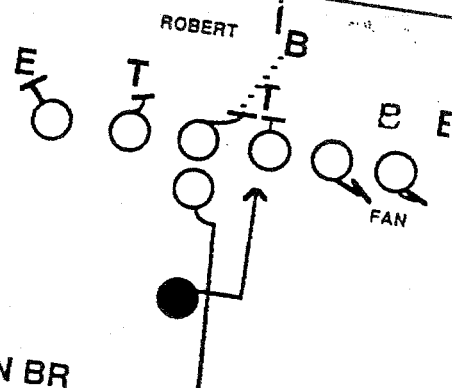


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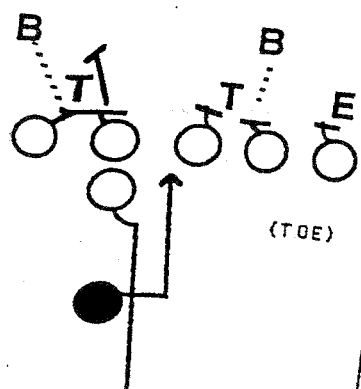
EVEN



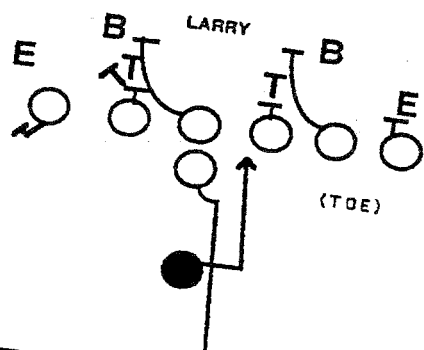
UNDER



43 EAGLE EVEN BR

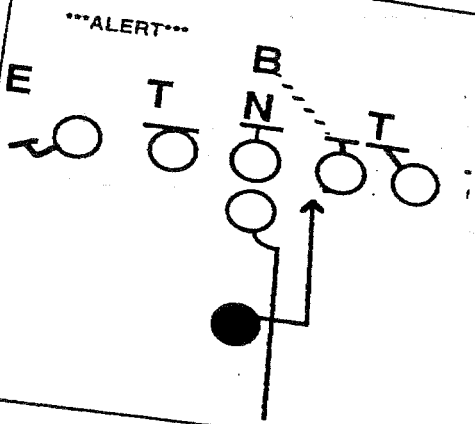


OVER



42

56

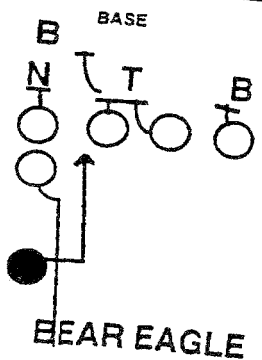
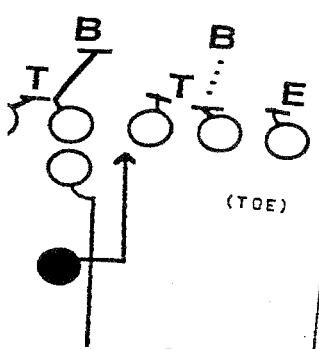


20/30 PAINT(6 Man Scheme)

OFFTACKLE

OFF GUARD

OVER ST CENTER

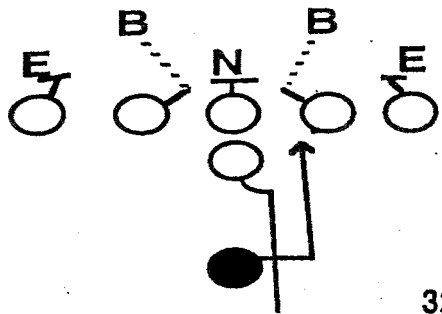


ON GUARD  
ON TACKLE

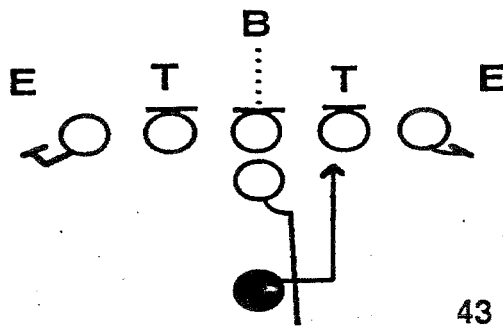
TE  
X  
Z  
H

- Draw set, BASE #2. Alert vs. unders, block 2. FAN vs. 33/51/2 on 2 weak.
- Draw set, BASE #1. FAN vs. 33/51/2 on 2 weak. LARRY/ROBERT weak vs. 42s. ACE / PINCH
- Draw set, BASE #0. LARRY/ROBERT weak vs. 42s ACE/Pinch vs. offset nose. Possible YOU/ME Alert 4 man.
- Draw set, BASE #1. Possible YOU/ME. Z
- Draw set, BASE #2. Alert TOE. Z
- Draw set, BASE #3. Alert TOE.
- DF 1 POINT.
- FORCE your side.
- MAN ON.

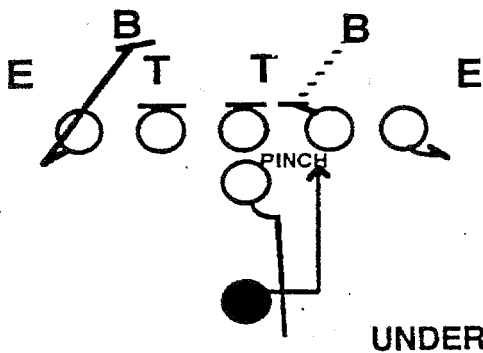
# 20/30 BRUSH



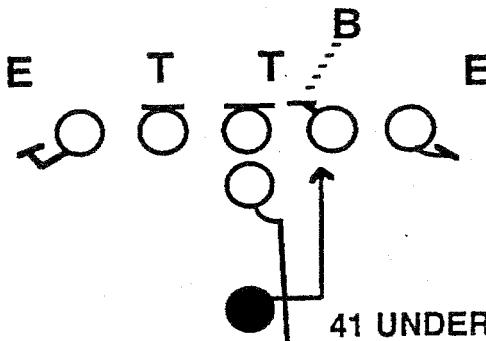
32



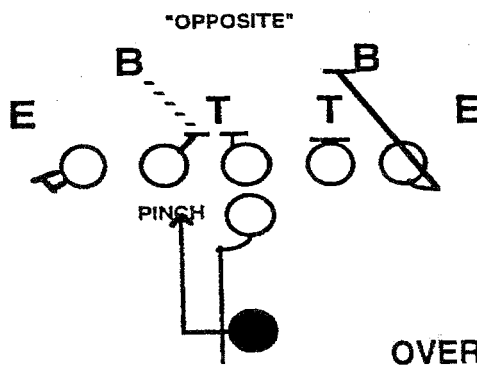
43



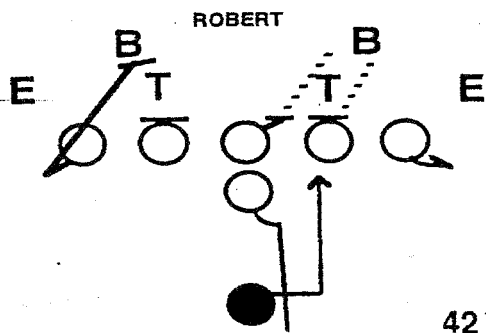
UNDER



41 UNDER



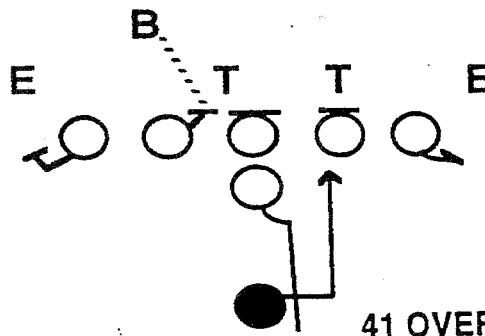
OVER



42

## 20/30 BRUSH ON TACKLE

- REACH #2.



41 OVER

ON GUARD

- REACH #1.

CENTER

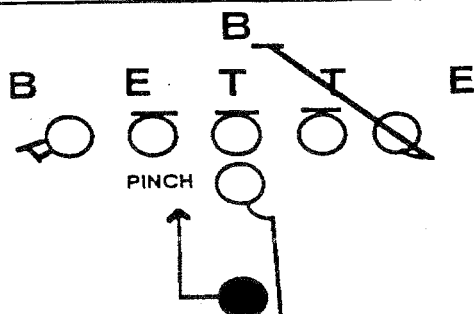
- REACH #0.

OFF GUARD

- REACH #1.

OFF TACKLE

- REACH #2. SIFT #2.



X  
Z  
Y  
H

- DF 1 (4 Wide).

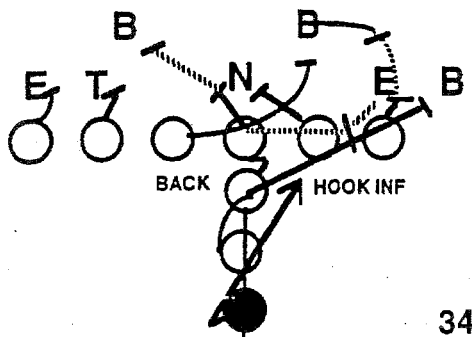
- DF 1.

- MAN ON.

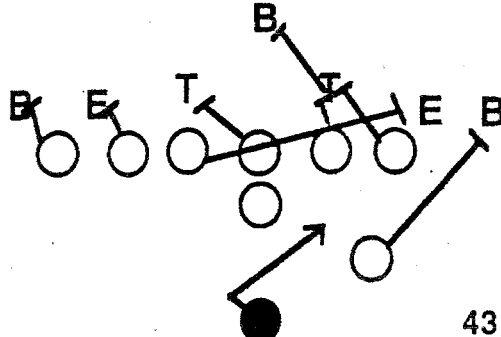
- MAN ON.

<p>34</p>	<p><u>12/13 TRAP</u></p> <p>43</p>	<p>EVEN</p>		
<p>UNDER</p>	<p>43 EAGLE</p>	<p>EVEN BR</p>		
<p>OVER</p>	<p>42</p>	<p>56</p>		
<p>OVER ST</p>	<p><u>12/13 TRAP</u></p> <table><tr><td><p>ON TACKLE</p><p>ON GUARD</p><p>CENTER</p><p>OFF GUARD</p><p>OFFTACKLE</p><p>TE</p><p>X</p><p>Z</p></td><td><ul style="list-style-type: none"><li>- Odd-REACH #2 block C Gap,DE,or Mike. Alert into Over TUB Influence. <b>Even -ME-</b></li><li>- <b>Odd-ACE (34/Over).</b> BACK (Under/Bear). Tub Influence. <b>Even-ME-</b> Influence, Block #2. Alert SOLID vs UNDER</li><li>- <b>Odd-ACE (34/Over)</b> BACK (/Bear) <b>Even-block #1 weak.</b> Alert SOLID vs UNDER</li><li>- Pull Trap 1st man callside. Alert SOLID vs UNDER</li><li>- BASE #2 Wk. <b>Odd-SIFT.</b> <b>Even-thru</b> to 1st LBei inside</li><li>- BASE #2 (S). Alert ME Call vs Reductions.</li><li>- DF 1.</li><li>- DF 1.</li></ul></td></tr></table>		<p>ON TACKLE</p> <p>ON GUARD</p> <p>CENTER</p> <p>OFF GUARD</p> <p>OFFTACKLE</p> <p>TE</p> <p>X</p> <p>Z</p>	<ul style="list-style-type: none"><li>- Odd-REACH #2 block C Gap,DE,or Mike. Alert into Over TUB Influence. <b>Even -ME-</b></li><li>- <b>Odd-ACE (34/Over).</b> BACK (Under/Bear). Tub Influence. <b>Even-ME-</b> Influence, Block #2. Alert SOLID vs UNDER</li><li>- <b>Odd-ACE (34/Over)</b> BACK (/Bear) <b>Even-block #1 weak.</b> Alert SOLID vs UNDER</li><li>- Pull Trap 1st man callside. Alert SOLID vs UNDER</li><li>- BASE #2 Wk. <b>Odd-SIFT.</b> <b>Even-thru</b> to 1st LBei inside</li><li>- BASE #2 (S). Alert ME Call vs Reductions.</li><li>- DF 1.</li><li>- DF 1.</li></ul>
<p>ON TACKLE</p> <p>ON GUARD</p> <p>CENTER</p> <p>OFF GUARD</p> <p>OFFTACKLE</p> <p>TE</p> <p>X</p> <p>Z</p>	<ul style="list-style-type: none"><li>- Odd-REACH #2 block C Gap,DE,or Mike. Alert into Over TUB Influence. <b>Even -ME-</b></li><li>- <b>Odd-ACE (34/Over).</b> BACK (Under/Bear). Tub Influence. <b>Even-ME-</b> Influence, Block #2. Alert SOLID vs UNDER</li><li>- <b>Odd-ACE (34/Over)</b> BACK (/Bear) <b>Even-block #1 weak.</b> Alert SOLID vs UNDER</li><li>- Pull Trap 1st man callside. Alert SOLID vs UNDER</li><li>- BASE #2 Wk. <b>Odd-SIFT.</b> <b>Even-thru</b> to 1st LBei inside</li><li>- BASE #2 (S). Alert ME Call vs Reductions.</li><li>- DF 1.</li><li>- DF 1.</li></ul>			
<p>DEAD EAGLE</p>	<p>RUNS</p>			

14/15 TRAP WK

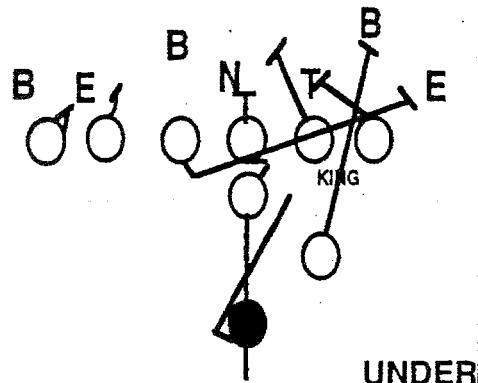
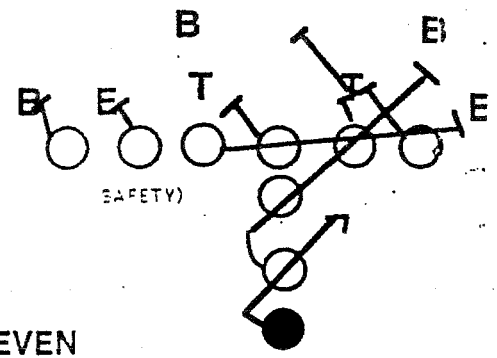


34

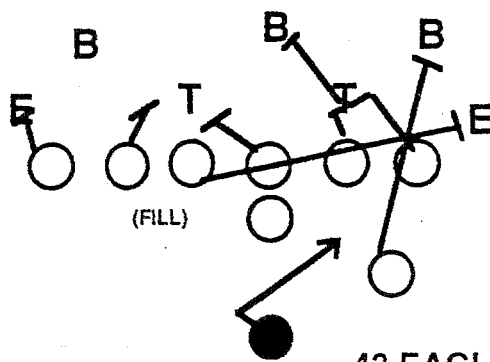


43

EVEN

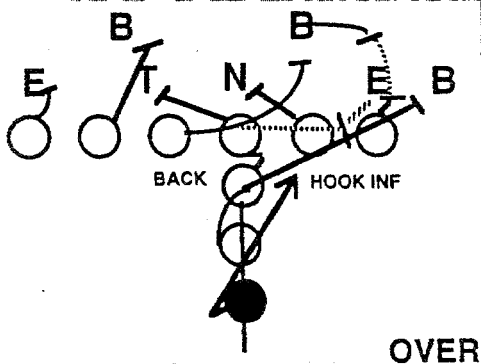
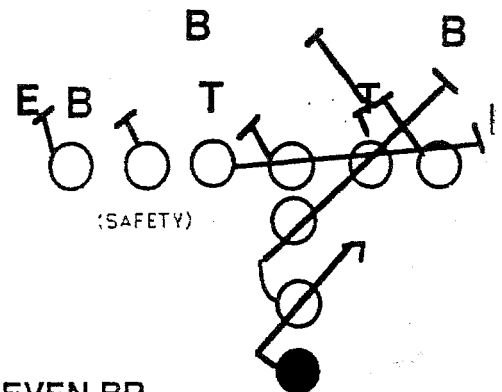


UNDER

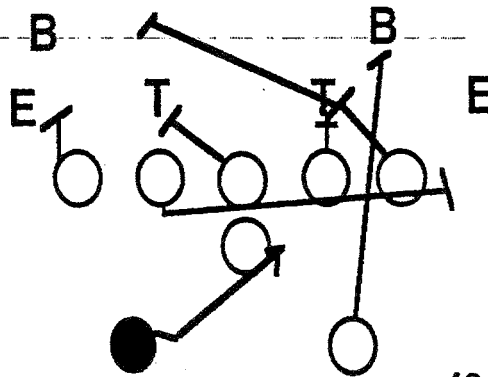


43 EAGLE

EVEN BR

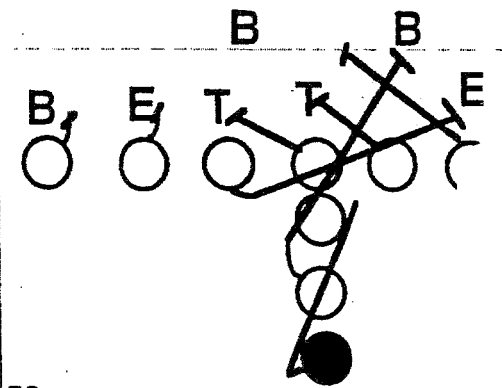


OVER



42

56



14/15 TRAP WK

TIGHT END  
ONTACKLE

ONGUARD

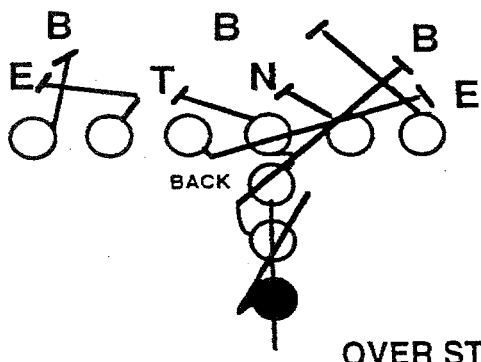
CENTER

OFF GUARD

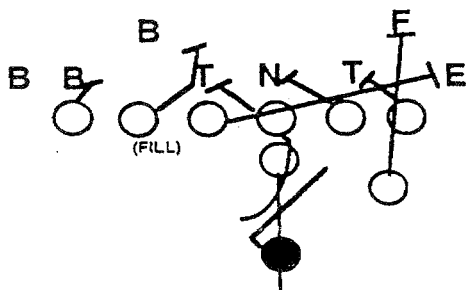
OFFTACKLE

H  
X  
Z

- BASE #3 (Sam).
- BASE #2 (DT) WORK TO #2 LB.. Alert KING vs. Reductio
- ALERT BACK vs BEAR
- ACE vs. 34. KING vs. Reduction. BASE #1 vs.
- 43/44/56. Alert BACK vs Under, Bear.
- ACE vs. 34. BACK vs. ALL
- Pull Trap D. End.
- BASE #2 weak. SIFT (DE). Alert FILL vs. BEAR.
- Vs. Reduction = ILB Vs. Bubble = #3
- DF 2.
- FORCE.

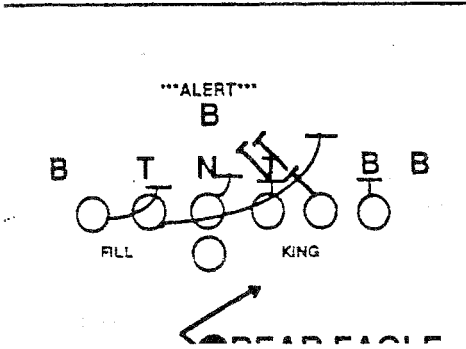
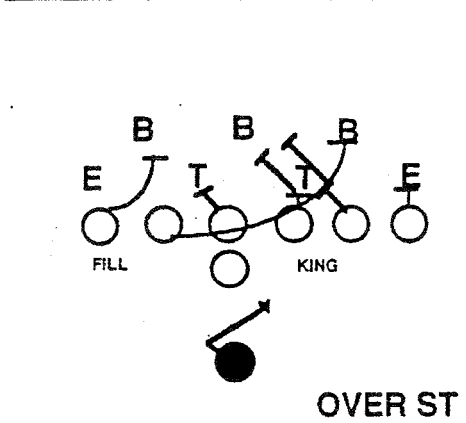
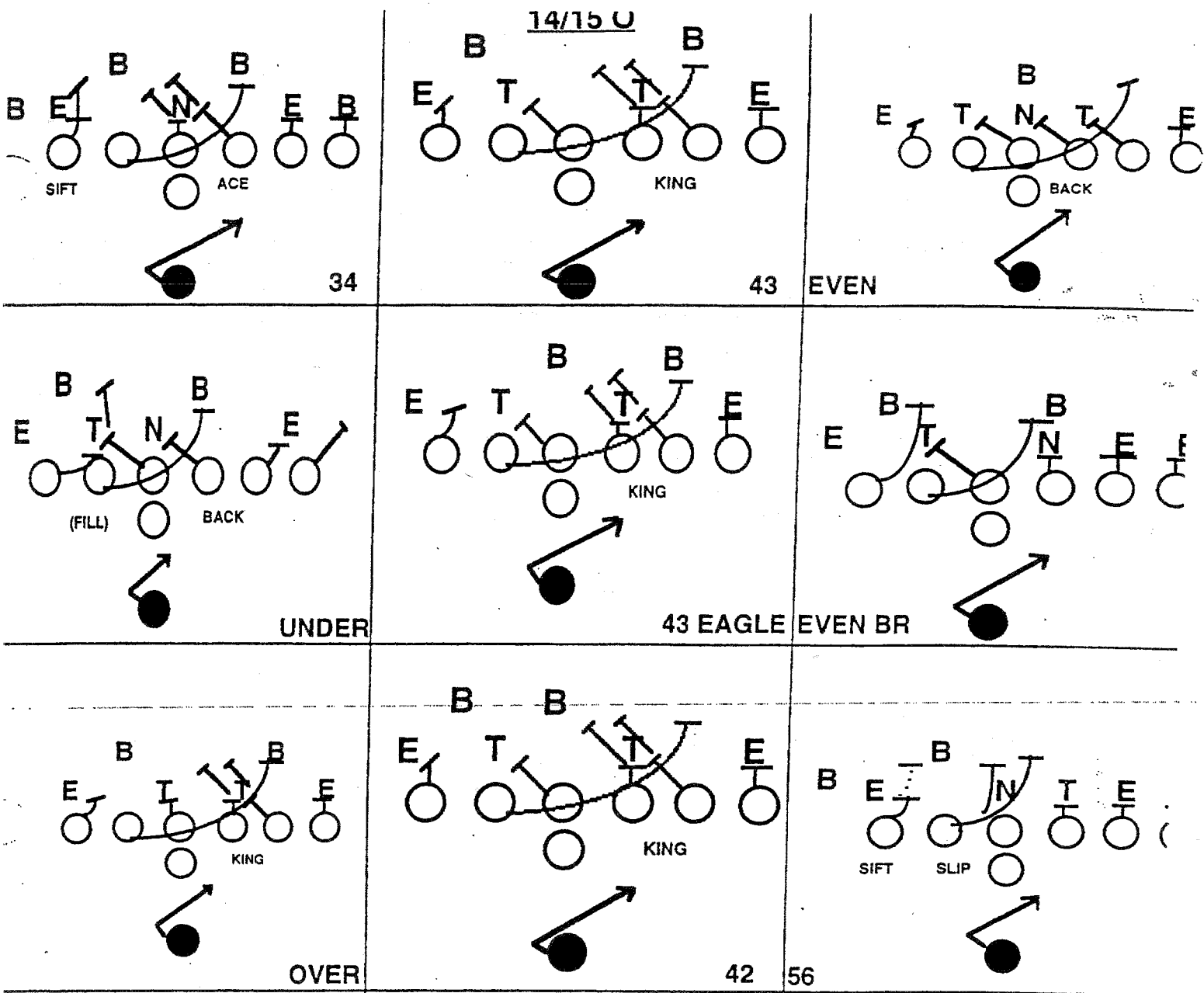


OVER ST



RUNS

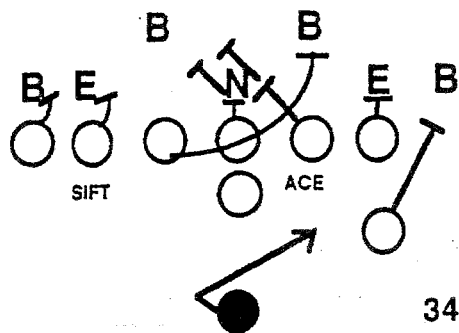




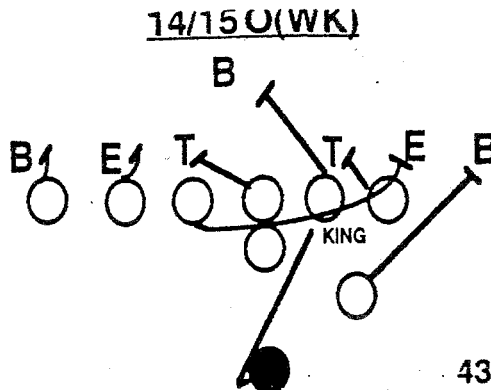
14/15 O

TIGHT END  
ONTACKLE  
ON GUARD  
CENTER  
OFFGUARD  
OFFTACKLE  
X  
Z

- BASE #3 (Sam).
- BASE#2(DE). AlertKINGvs.Reduction.Alert BACK vs Bear.
- ACE vs. 34. KING vs. Reduction. BASE #1 vs. 43/44/56.Alert BACK vs Under, Bear.
- ACEvs.34. YOU/MEvs.43/42. BACKvs.Under, Bear BASE #0 vs. OVER, BEAR.
- OhBlockMike. AlertYOU/MEvs.43. AlertBASE#1 weak(M)vs.56(Slip).
- BASE#2weak. SIFT(DE). AlertFILLvs.BEAR.
- DF2.
- FORCE.

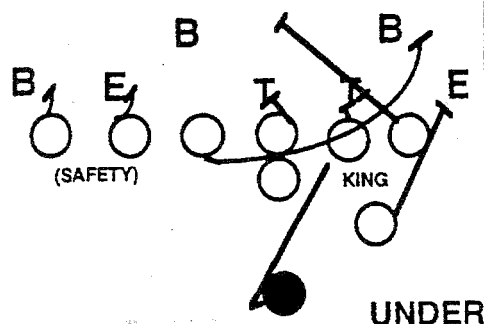


34

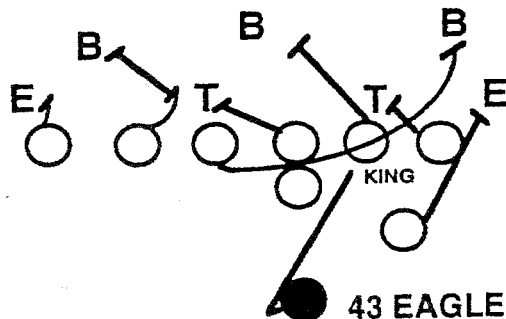


43

EVEN

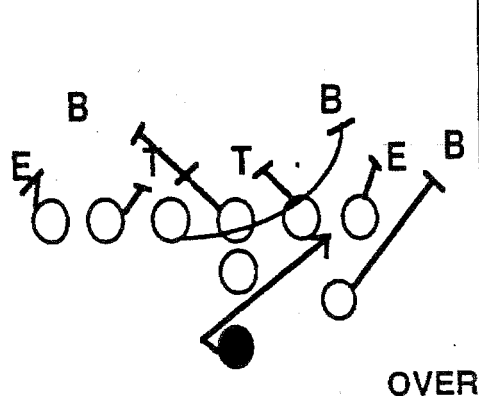
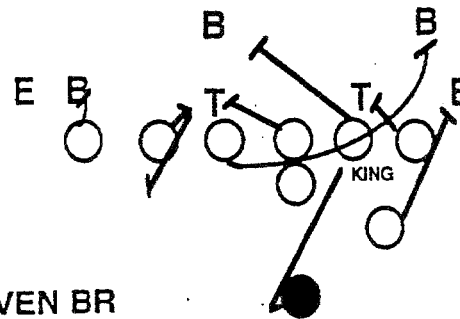


UNDER

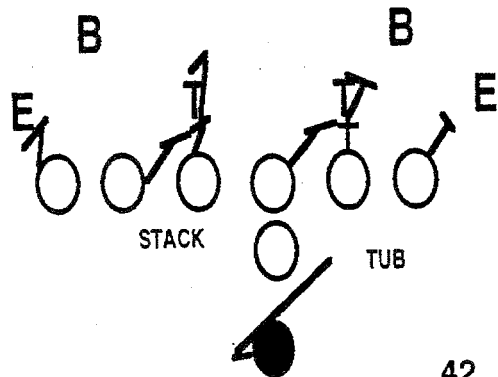


43 EAGLE

EVEN BR

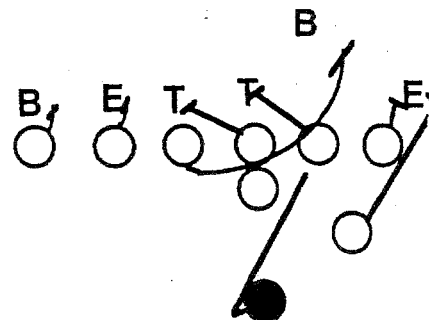


OVER



42

56



14/15 O (WK)

TIGHT END  
ONTACKLE

ON GUARD

CENTER

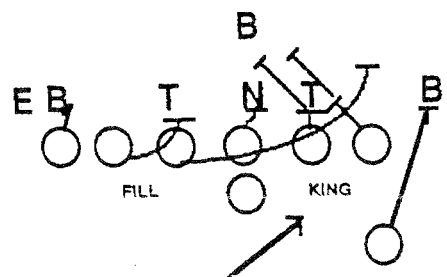
OFF GUARD

OFFTACKLE

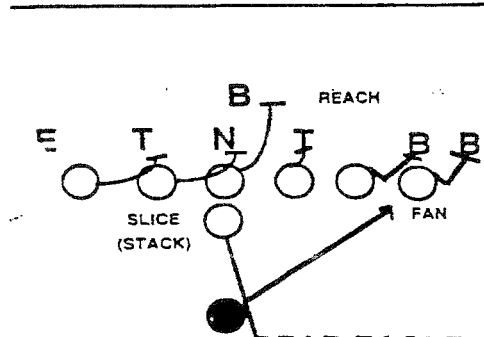
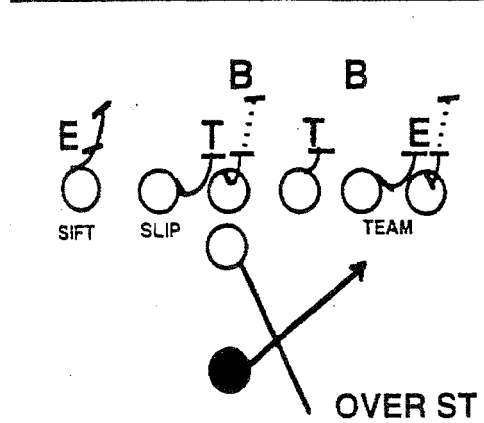
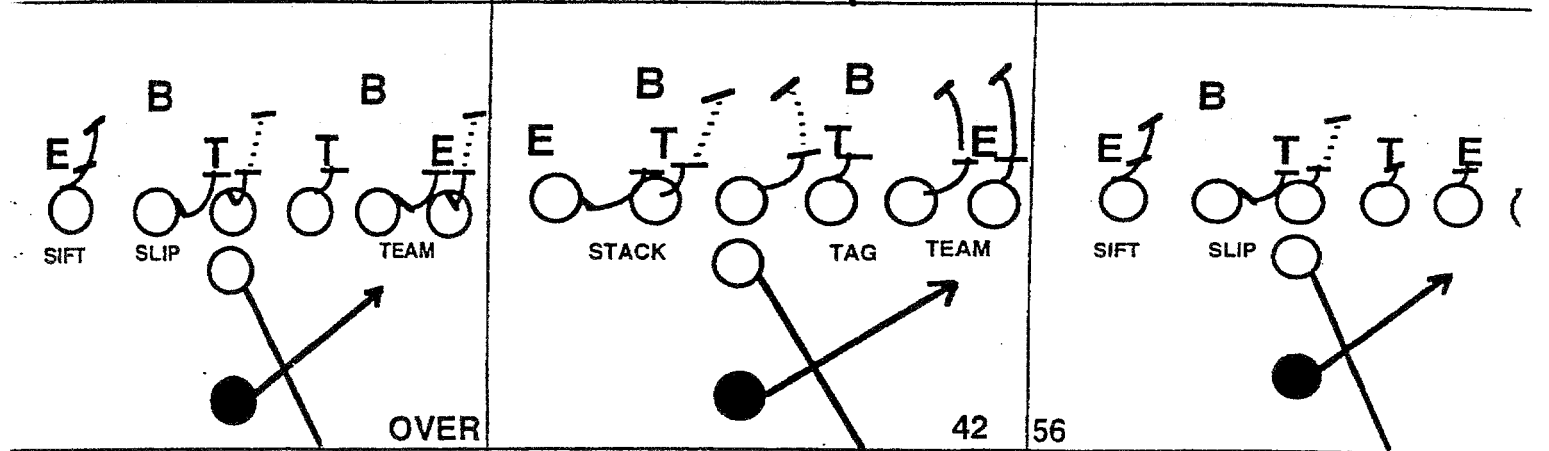
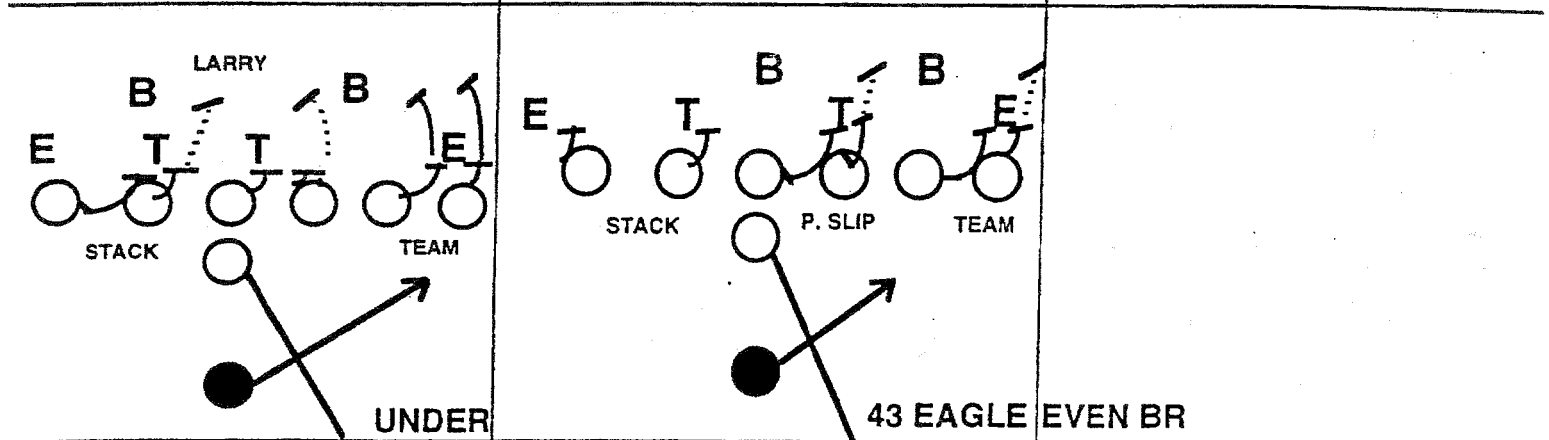
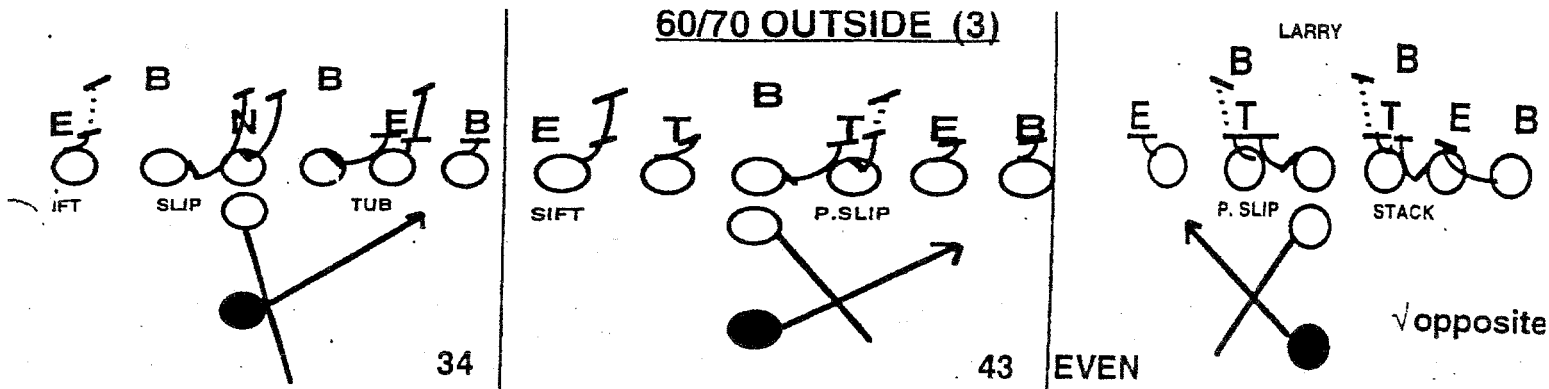
X  
Z  
H

- Cutoff #3. Alert SAFETY Call
- BASE #2 (DE). Alert KING vs. Reduction. Alert BACK vs Bear.
- ACE vs. 34. KING vs. Reduction. BASE #1 vs 43/44/56. Alert BACK vs Under, Bear.
- ACE vs. 34. YOU/ME vs. 43/42. BACK vs. Under, Bear BASE #0 vs. OVER, BEAR.
- Oh Block 1st ILB Off Ball. Alert D-END vs. 43.

- BASE #2 weak. SIFT (DE). Alert FILL vs. BEAR.
- DF 2.
- FORCE.
- BLOCK End man on LOS



OVER ST



**60/70 TREY  
ON TACKLE**

ON GUARD

CENTER

OFF GUARD

OFF TACKLE

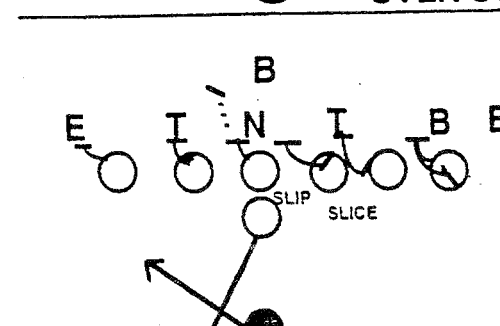
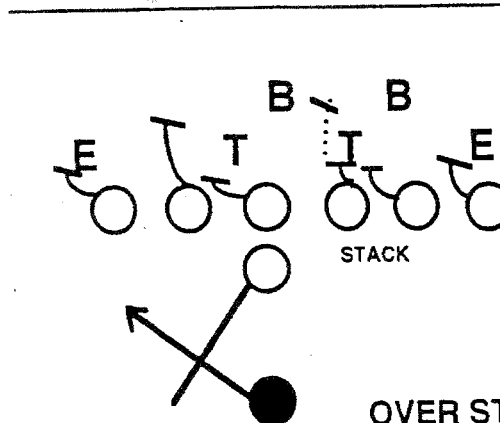
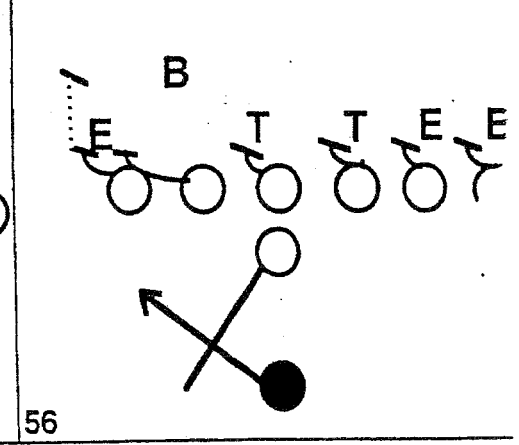
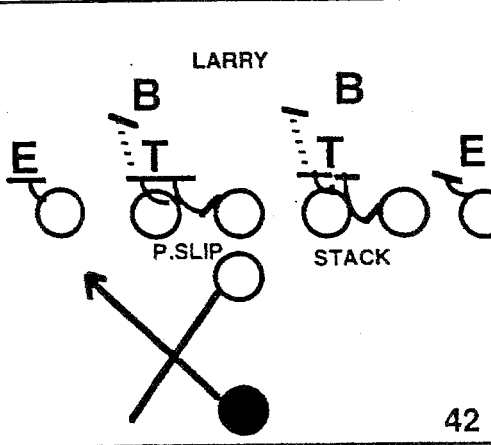
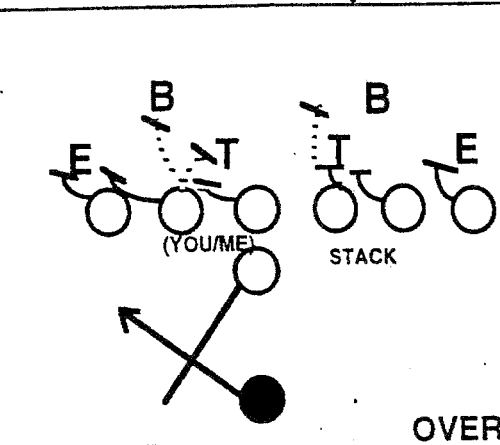
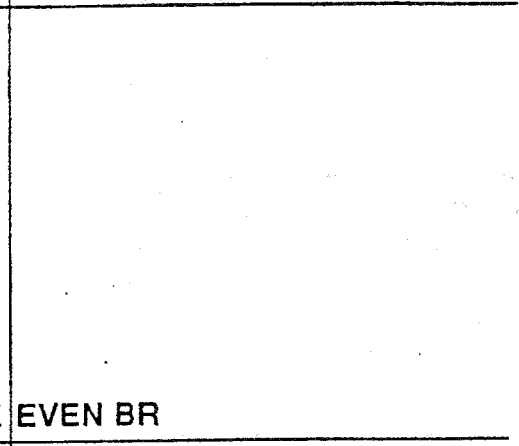
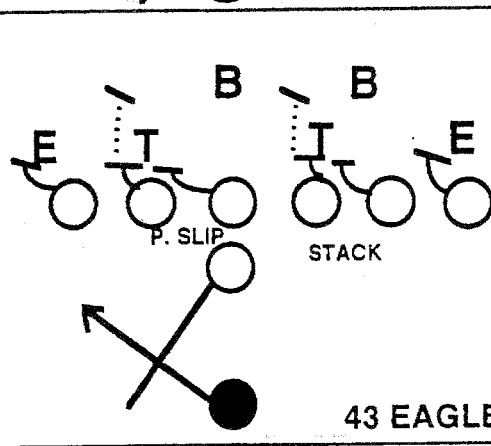
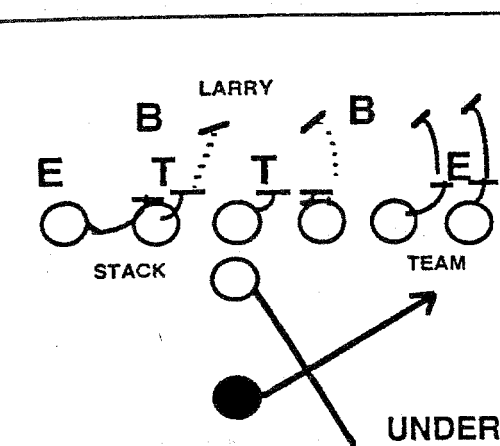
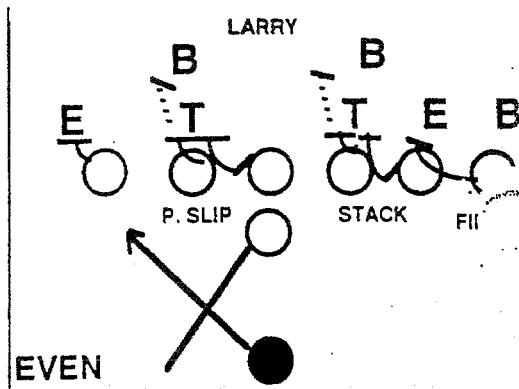
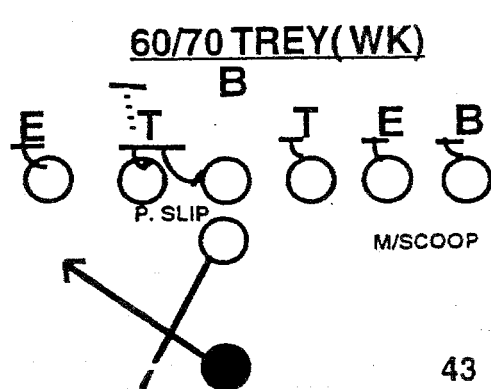
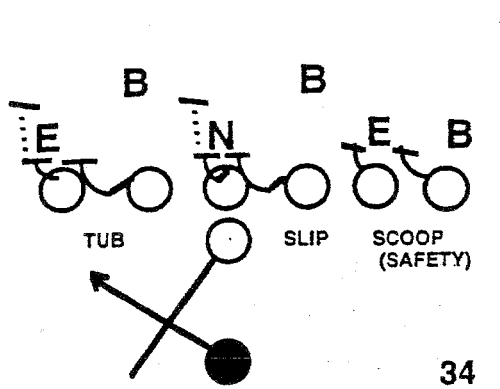
TE

X  
Z

**\*\*ALERT (7) CALL\*\***

- TEX Call. REACH #2 (DE). Poss. (Tub) vs 34. TAG vs Reductions. Poss. (Team). FAN vs Bear Eagle, "Bronco" or "Wide" looks. Alert TRIPLE. C.P. Vs S
- REACH #1 (M). P.SLIP vs. 34, UN, 43. Poss (Tub). Alert YOU/ME. TAG Vs. Reduction.
- REACH #0 (N). P.SLIP vs. 34, UN, 43. Poss. (Slip) Alert, YOU/ ME
- REACH #1 Wk. (M). Poss. ( SLIP) vs 34. STACK vs Reduction. Poss. YOU/ME Vs Bubble.
- REACH #2 Wk. (DE). STACK vs Reduction. Alert SCOOP/SAFETY.
- TEX Call. REACH #3 (S). TAG vs Reduction, Poss. (Team). FAN vs Bear Eagle, "Bronco", or "Wide" looks. Alert TRIPLE. C.P. vs 9 Tech

- DF 2.
- FORCE.



### 60/70 TREY(WK)

ON TACKLE

- REACH #2 (DE) Poss. (TUB) vsBubble.

ON GUARD

- REACH #1 Poss (Tub).Alert YOU/ME.

CENTER

- REACH #0 (N). Alert, YOU/ ME.(POSS. P. SLIP) \ Uncovered

OFF GUARD

- REACH #1 Wk. (M).Poss.( SLIP) vs 34. STACK vs Reduction. Poss. YOU/ME Vs Bubble.

OFF TACKLE

- REACH #2 Wk. (DE). STACK vs Reduction. Alert SCOOP/SAFETY.

TE

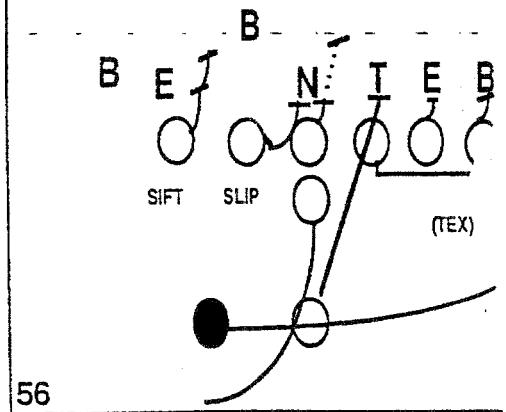
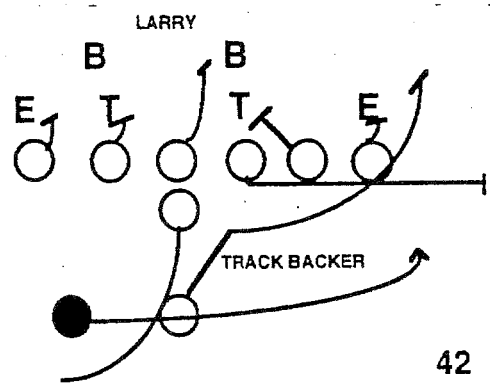
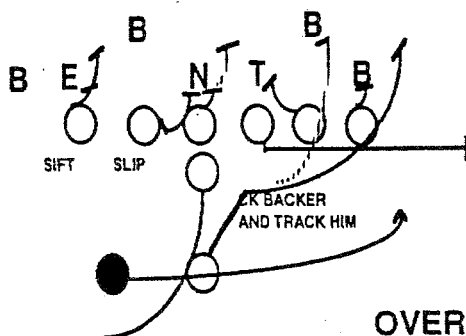
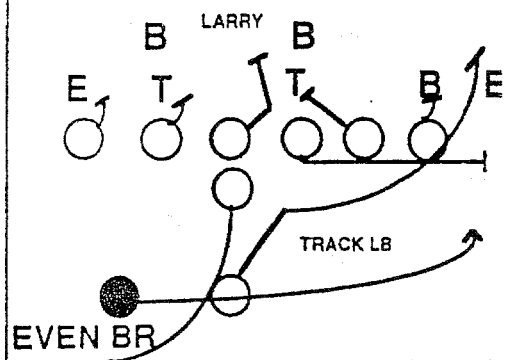
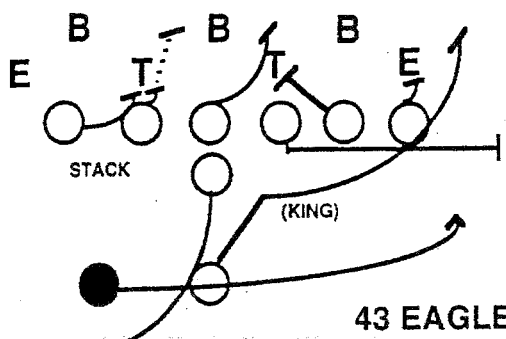
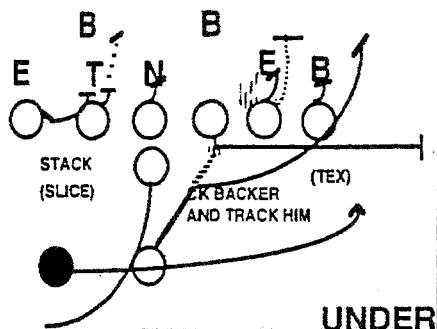
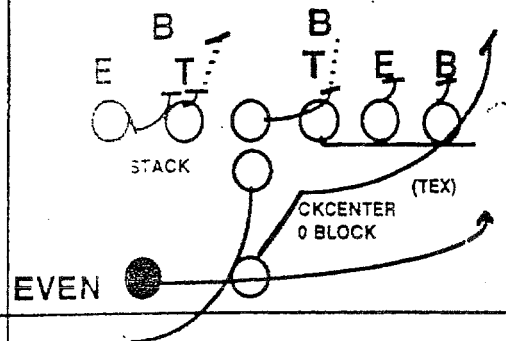
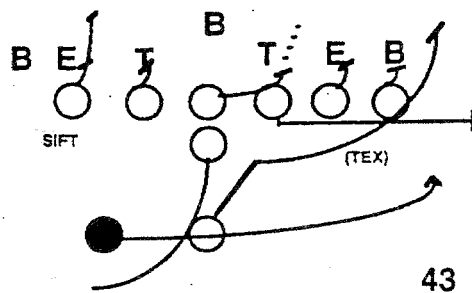
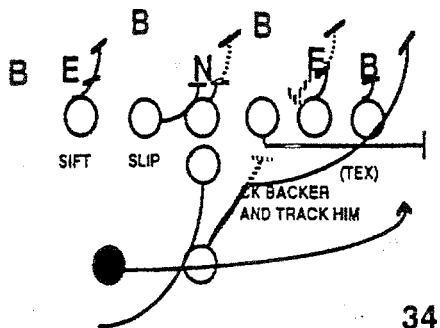
- REACH #3 : FAN vs, "Bronco", or "Wide" Alert (SCOOP / SAFETY)

X  
Z

- FORCE  
- DF 2

<p>34</p>	<p><u>20/30 TREY</u></p> <p>43</p>	<p>EVEN</p>
<p>OMAHA GR</p> <p>UNDER</p>	<p>42</p>	<p>EVEN BR</p>
<p>OVER</p>	<p>42</p>	<p>56</p>
<p>OVER ST</p> 	<p><u>30/20 TREY</u> (Nickel Count)</p> <p><b>WK TACKLE</b> - BASE #2 stg — Alert SIFT/STACK/. REACH #2 wk — FAN vs. 33/51/2 on 2 weak.</p> <p><b>WK GUARD</b> - BASE #1 stg — Alert STACK/ /YOU/ME .REACH #1 wk — FAN vs 33/51/2on 2 weak. LARRY/ ROBERT vs 42 WK</p> <p><b>CENTER</b> - BASE #0 stg — Alert SLIP/RAKE// REACH #0 wk — Alert SLIP/RAKE//YOU/ME . LARRY/ROBERT weak vs. 42s.</p> <p><b>ST GUARD</b> - BASE #1 stg — AlertRAKE/TUB//TRIPS REACH #1 wk — Alert SLIP/STACK/</p> <p><b>ST TACKLE</b> - BASE #2 stg — Alert TUB/TEAM/TRIPLE/ REACH #1 wk — Alert SCOOP/STACK/ Alert SAFETY:</p> <p><b>TE</b> - BASE #3 stg — Alert TEAM/TRIPLE.REACH #2 wk Alert SCOOP/SAFETY.</p> <p><b>X</b> - DF 1 POINT.</p> <p><b>Z</b> - FORCE YOUR SIDE.</p> <p><b>H</b> - MAN ON OR POINT.</p> <p>RUNS</p>	

# 80/90 SWEEP



## 80/90 SWEEP TIGHT END

- BASE #3 (Sam). Alert TEX.

## ON TACKLE

- BASE #2 (DE). Zone C Gap, not Man. TAG vs. reductions. Alert TEX. Alert KING.

## ON GUARD

- Pull block #4 (force).

## CENTER OFF GUARD

- BASE #0. Vs. even fronts REACH #1. Alert KIN  
- BASE #1 weak. STACK vs. reduction. Alert SLICE(under).

## OFF TACKLE

- BASE #2 (DE) sift. STACK vs. reduction. Alert SLICE (under).

R

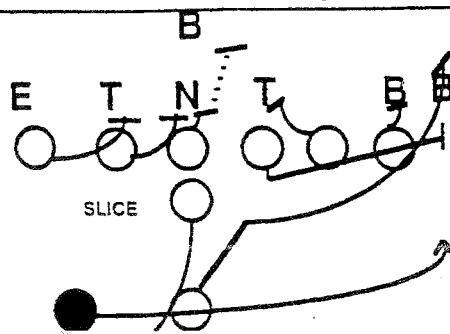
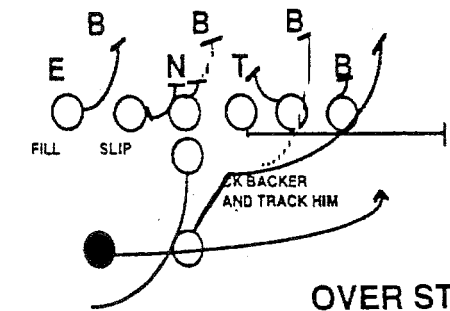
- Ram Tech. Block guard area to ILB.

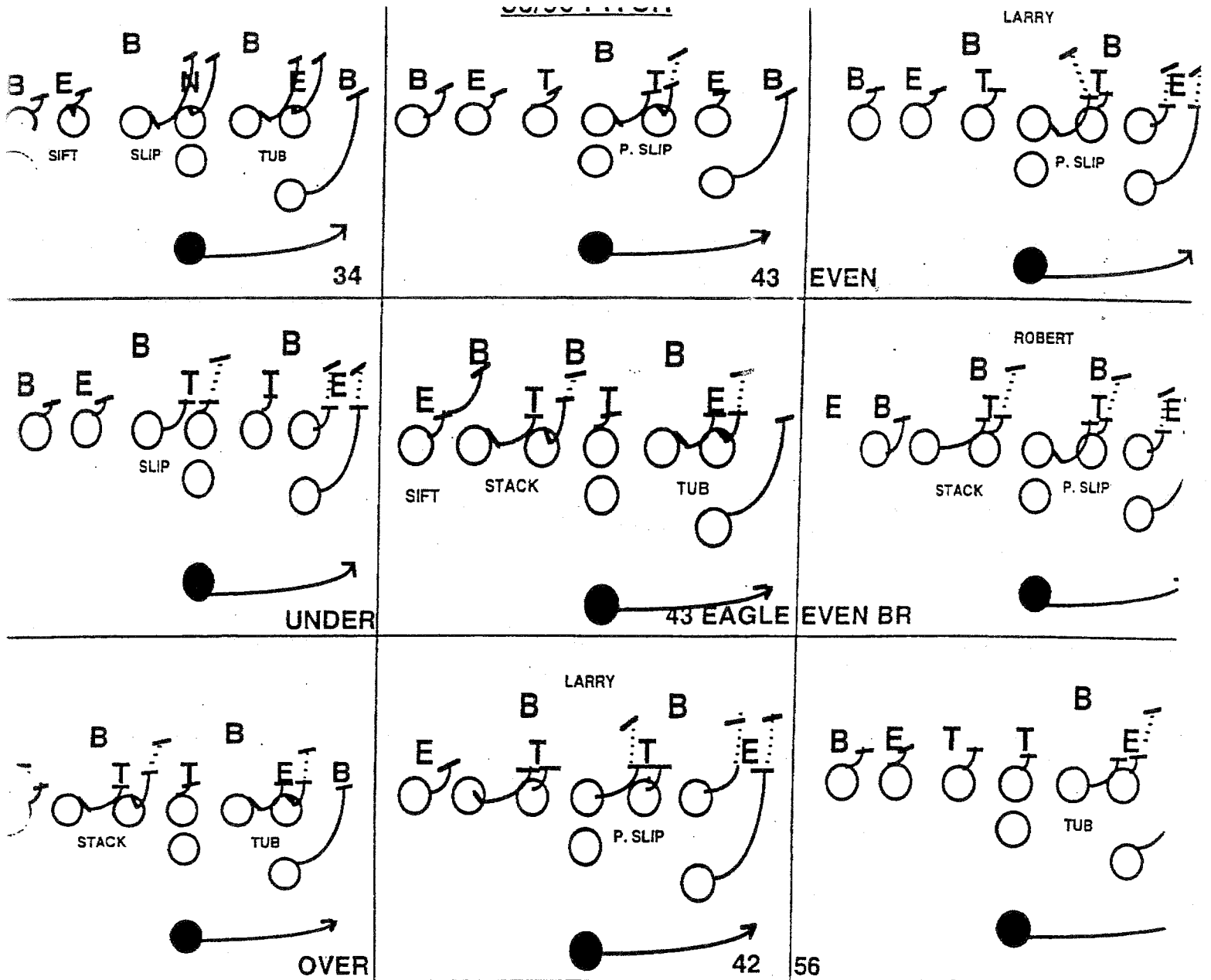
X

- DF 2.  
- 2nd FORCE

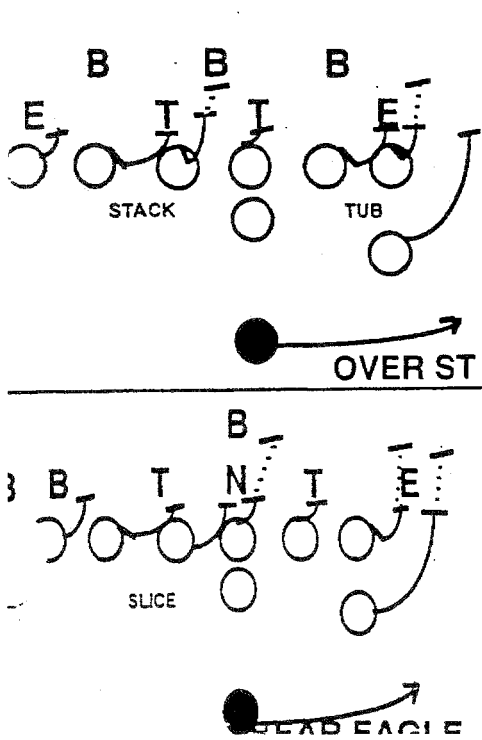
7

RUNS





**80/90 PITCH**



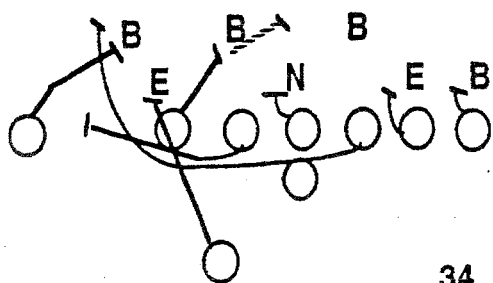
H  
ON TACKLE  
ON GUARD  
CENTER  
OFF GUARD  
OFF TACKLE  
OFF TE  
X  
Z

- REACH #3 (W).CP: vs. all Reductions.
- REACH #2 (DE). TUB vs. 34. CP:FAN vs all Reductions.
- REACH #1 (M). TUB vs 34. P.SLIPvs. 43. CP:F, vs. all Reductions. TRIPLE(Over).
- REACH #0 (N). SLIP vs. 34. P. SLIP vs. 43. REACH vs. Even Wk. and Bear. CP: 42.
- REACH #1 wk. (M). SLIP vs. 34. STACK vs Reduction. SLICE (Under).
- REACH #2 wk. (DE). STACK vs. Reduction. Possible SCOOP/SAFETY calls. Alert SLICE (Under).
- REACH #3 wk. (S). Possible SCOOP/SAFETY calls.
- FORCE.
- DF 2.

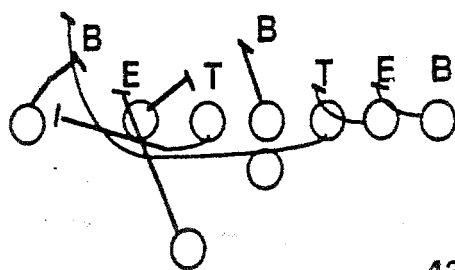
Alert OK PITCH: (E) (3) Toss to back in "T" alignment

RUNS

# 90/80 SALLY/ROSE

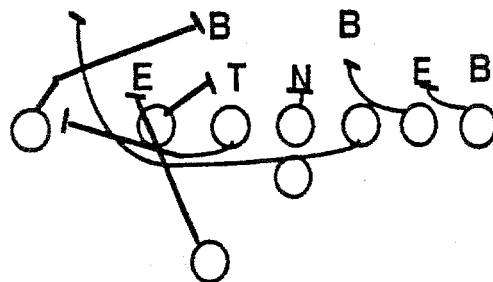
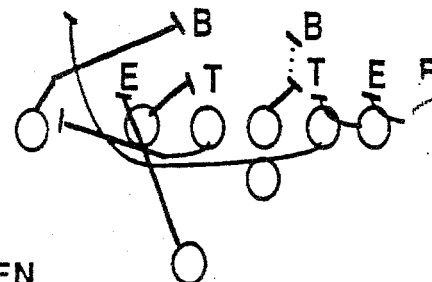


34

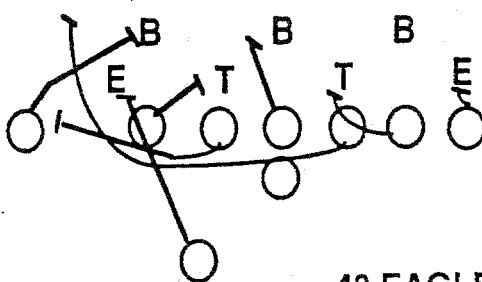


43

EVEN

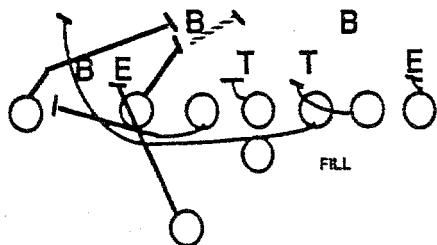
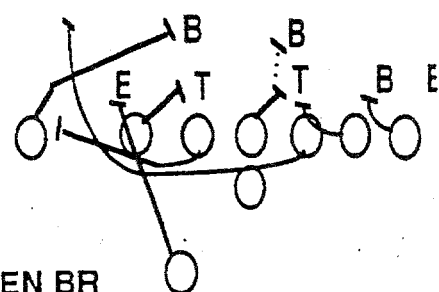


UNDER

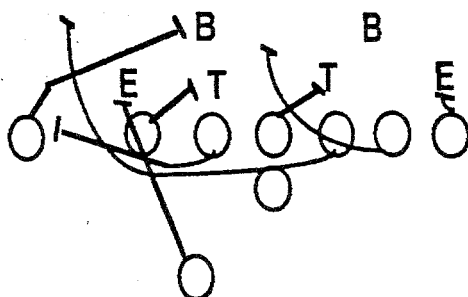


43 EAGLE

EVEN BR

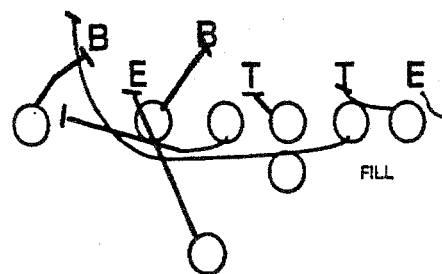


OVER



42

56



## 90/80 SALLY/ROSE

ON TACKLE

- GAP, block down on #1 weak.

ONGUARD

- Pull block force, poss. YOU/ME

CENTER

- BASE #0, vs. even fronts, block #1 weak. Poss YOU/ME

OFF GUARD

- Pull block 2nd force, alert Mo backer. FILL inside

OFF TACKLE  
TIGHT END

- BASE #2 (SCOOP). Alert FILL  
- BASE #3 SCOOP, safety. Alert FILL.

X

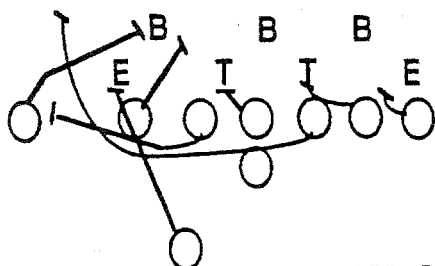
- CRACK LB.

Z

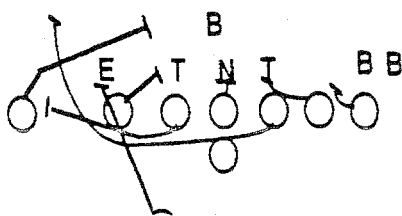
- DF 2.

H

- REVERSE.



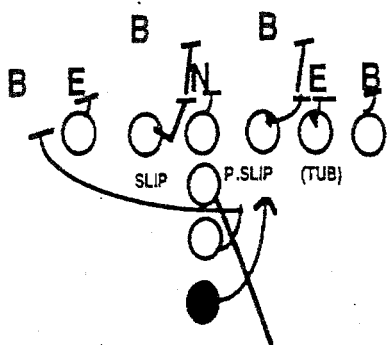
OVER ST



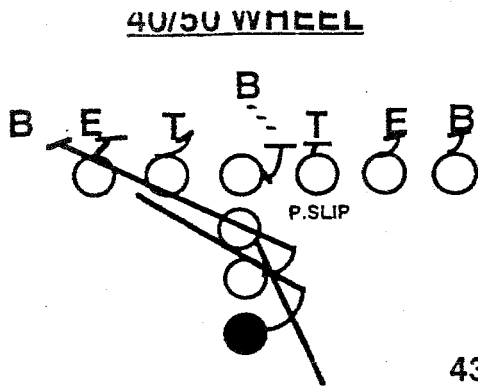
RUNS



	<p><u>H BEHIND</u></p>	<p>ROBERT</p>
		<p>ROBERT</p>
	<p>ROBERT</p>	
	<p><u>H BEHIND</u></p> <p>TE</p> <p>ON TACKLE</p> <p>ON GUARD</p> <p>CENTER</p> <p>OFF GUARD</p> <p>OFF TACKLE</p> <p>X</p> <p>Z</p> <ul style="list-style-type: none"> <li>- Pull, CUT upfield knee of DE. If DE is FLAT turn upfield.</li> <li>- REACH #2 (DE). Poss. TUB. Block DE vs BEG, OVERS, "Bronco", or "Wide" looks.</li> <li>- REACH #1 (M). TUB vs 34.P. SLIP vs 43. Poss. TOP. Block DT vs BEG, OVERS, 43E.</li> <li>- REACH #0 (N). STEEL vs 34.P. SLIP vs 43. SLICE (Under) low priority. Alert REACH vs 42 and Bears.</li> <li>- REACH #1 (M). STEEL vs 34. STACK vs Reduction. SLICE (Under), low priority.</li> <li>- REACH #2 wk (DE). SIFT. STACK vs Reduction. Poss. SLICE (Under) low priority.</li> <li>- FORCE.</li> <li>- REVERSE.</li> </ul>	

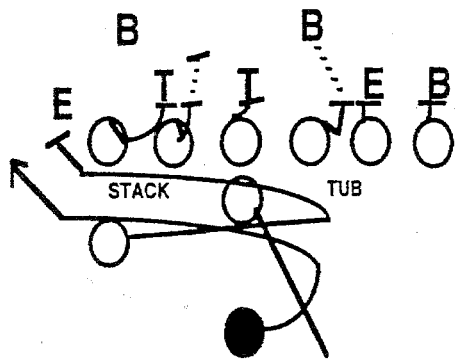
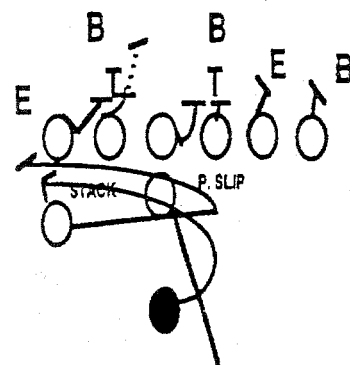


34

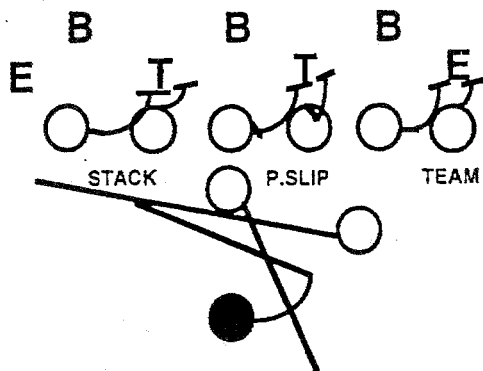


43

EVEN

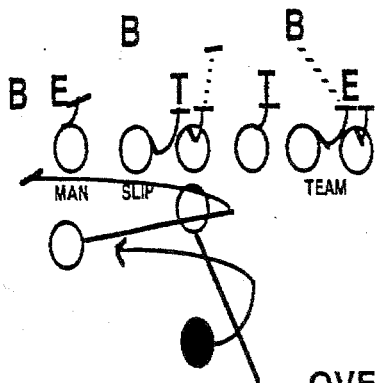
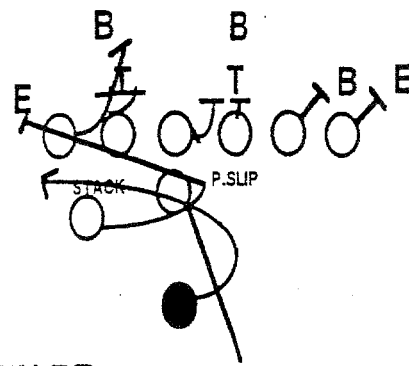


UNDER

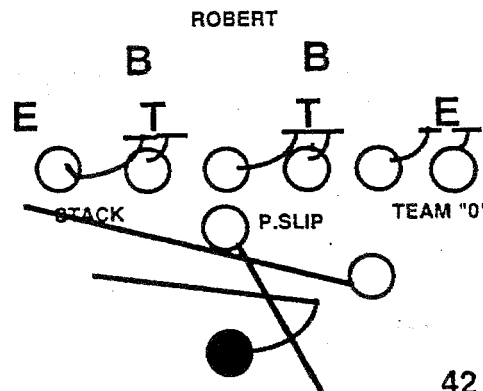


43 EAGLE

EVEN BR

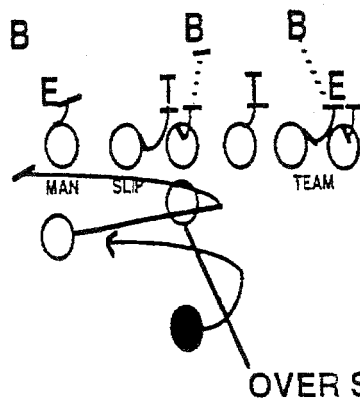
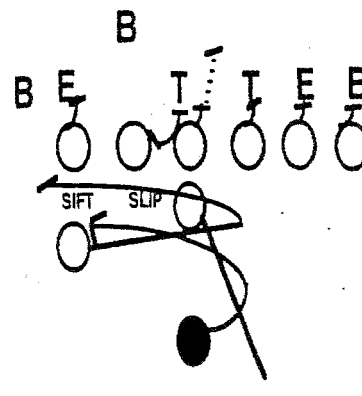


OVER

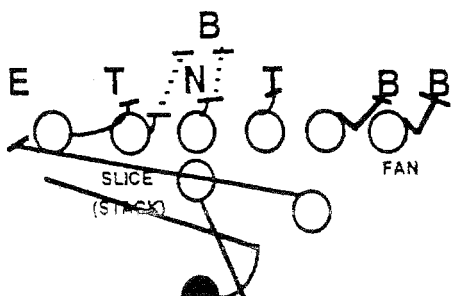


42

56



OVER ST



### 40/50 WHEEL TIGHT END

ON TACKLE

ON GUARD

CENTER

OFF GUARD

OFF TACKLE

H  
X  
Z

- REACH #3 (S). MAN vs Reduction.Poss. (Team) .FAT Bear Eagle, "Bronco", or "Wide" looks.

- REACH #2 (DE). MAN vs 34,UN. TUB vs Reduction, Poss.(Team). FAN vs Bear Eagle, "Bronco" or "Wide" looks.

- REACH #1 (M).P. SLIP vs.34,UN, 43.EV. Poss.(Tub) TUB vs Reduction.

- REACH #0 (N). P. SLIP vs.34, UN, 43.Poss (Tub). STACK vs Reduction. Poss. (Tub).

- REACH #1 Wk. (M). Poss.(Slip) vs 34. STACK vs Reduction. Poss. YOU/ME Vs Bubble.

- REACH #2 Wk. (DE). STACK vs Reduction.Alert SCOOP/SAFETY. Poss. YOU/ME vs Bubble.

- CUT END MAN ON L.O.S. ALERT W ide upfield r

- FORCE.

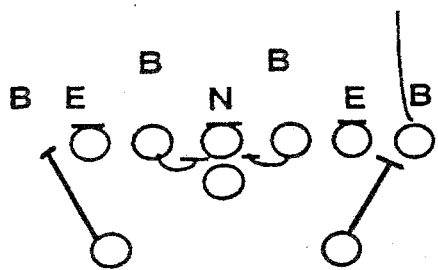
- FORCE.

RUNS

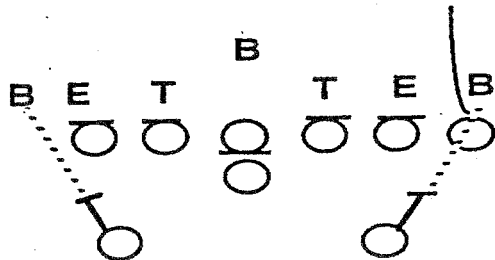
## PROTECTIONS

BASE	1
HI/LO	2
HI/LO HOT	3
SCAT	4
JET (DART)	5
SCRAM	6
FLASH-LIGHTNING	7
OPTION	8
PASS HB	9
RUN PASS	10
FAKE TRAP	11
PLAY PASS 60/70	12
SPEED	13
SPRINT	14
WAGGLE	15
RIP/LIZ	16
KICK	17
SHOT	18
SCREENS	19-20

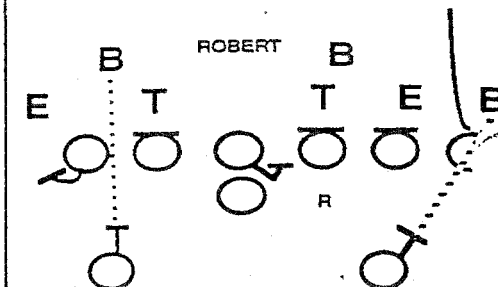
# BASE RULE



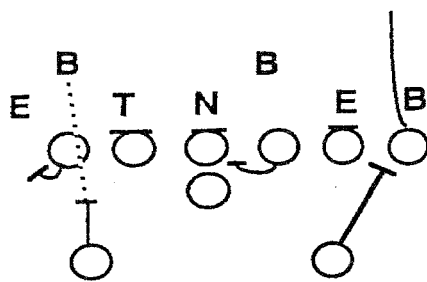
34



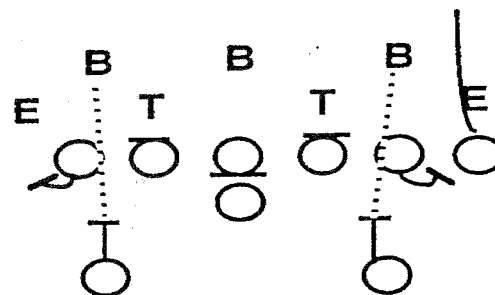
43



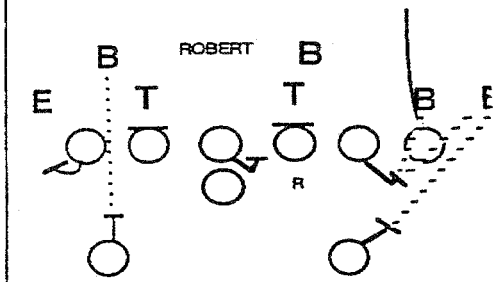
EVEN



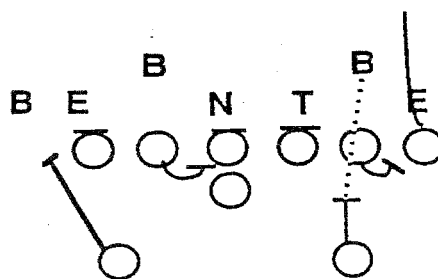
UNDER



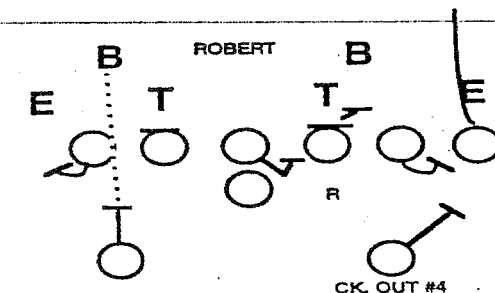
43 EAGLE



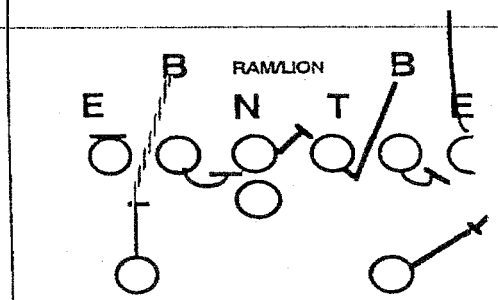
EVEN BRONCO



OVER



42



42 OVER

## BASE PROTECTION

### OFF TACKLE

-Base #2 (DE). Block MAN vs Reduction. Possible FAN by Game Plan.

### OFF GUARD

-Base #1 (M). Block MAN vs. Reduction (Poss. SQUEEZE/PINCH). Alert Left/Right Call. Possible FAN by Game Plan.

### CENTER

-Base #0 (NOSE). PINCH. Alert Left/Right Call. Priority 4 man side to call side, or RAM LION vs. 42 or

### ON GUARD

-Base #1 (M). Block MAN vs. Reduction (Poss. SQUEEZE). PINCH. Alert Left/Right Call. Possible FAN by Game Plan.

### ON TACKLE

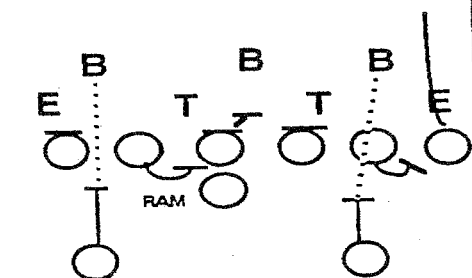
-Base #2 (DE). Block MAN vs. Reduction. Possible FAN by Game Plan.

### ON BACK

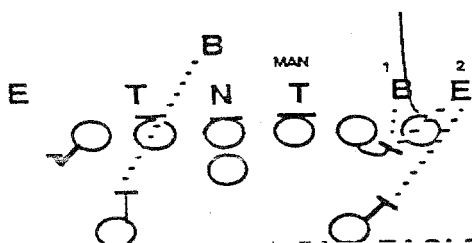
-Base #3 (OLB). Block ILB vs Reduction (Poss. SQUEEZE). Alert Lt/Rt. call to, block #4, away block Base. Bear Eagle block Base.

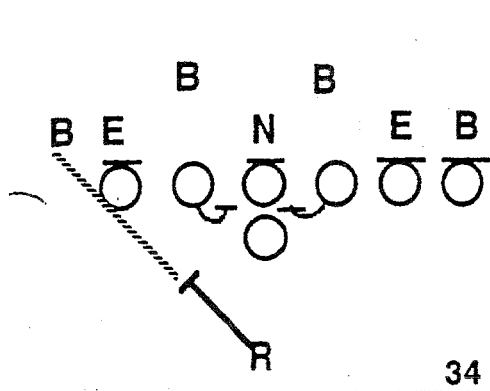
### OFF BACK

-Base #3 (OLB). Block ILB vs Reduction (Poss. SQUEEZE). Alert Lt/Rt Call to, block #4, away, block Base.

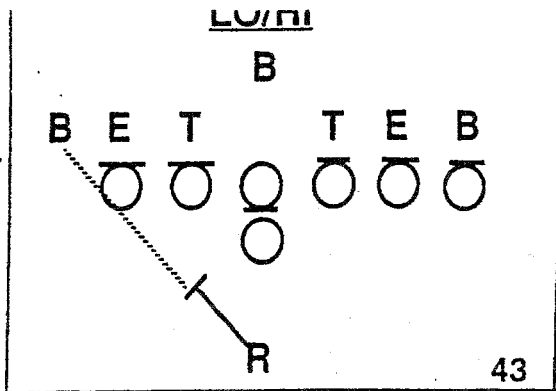


OVER ST

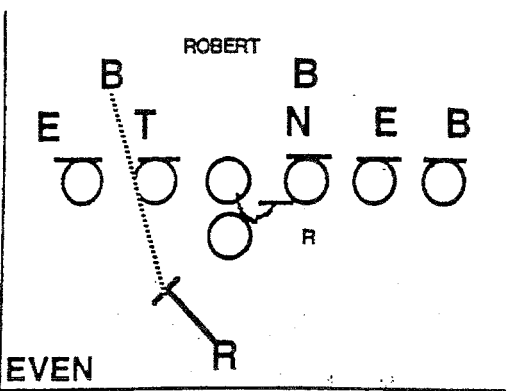




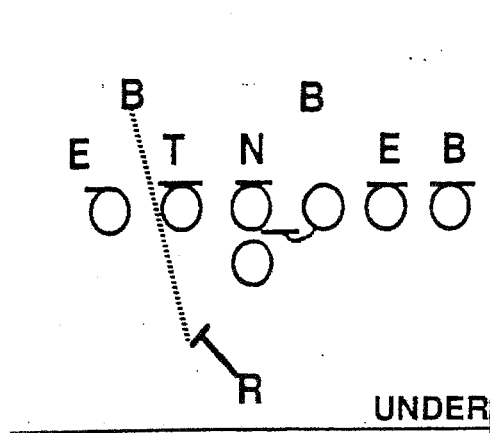
34



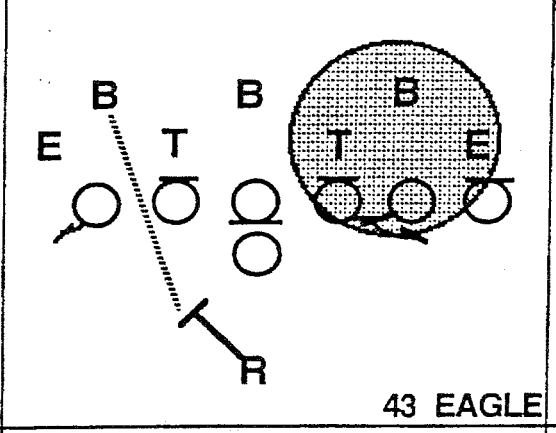
43



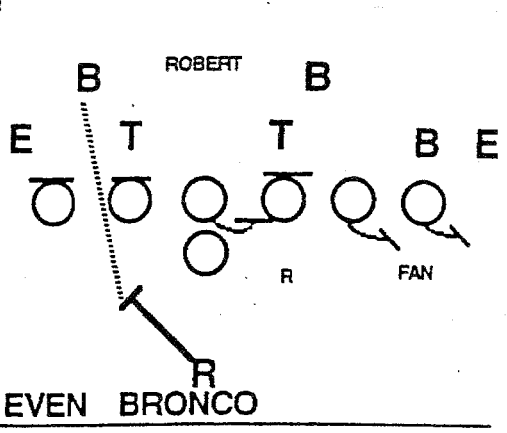
EVEN



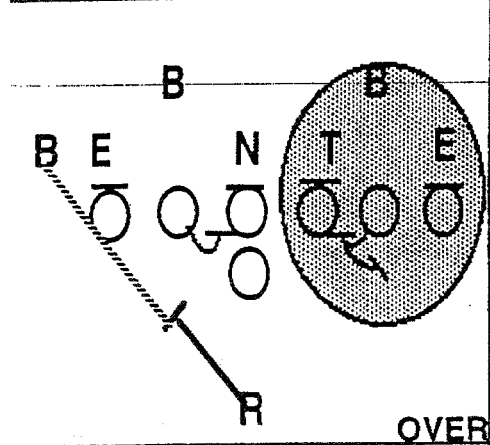
UNDER



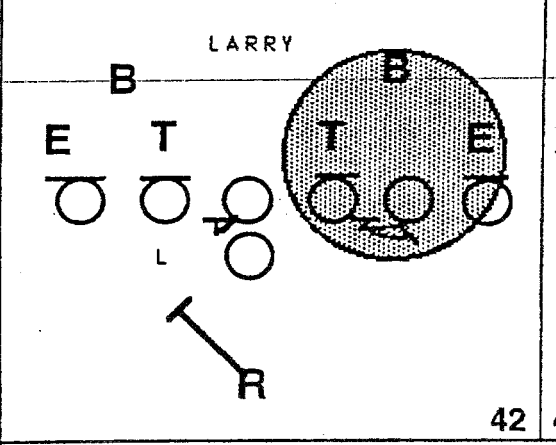
43 EAGLE



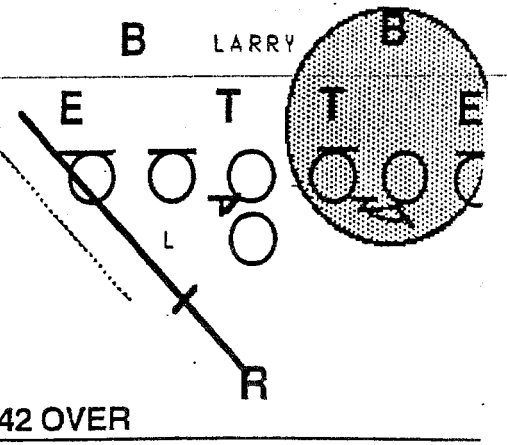
EVEN BRONCO



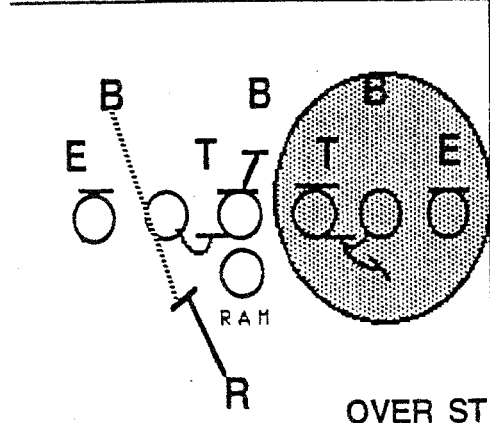
OVER



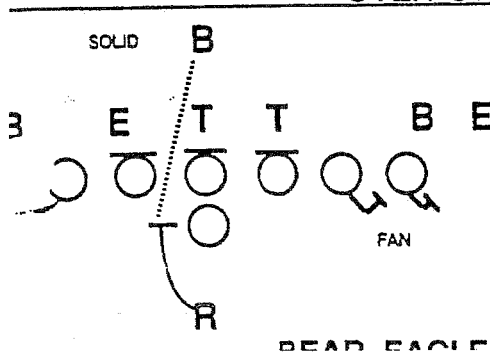
42



42 OVER



OVER ST

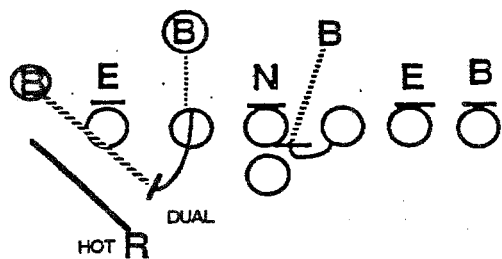


BEAR EAGLE

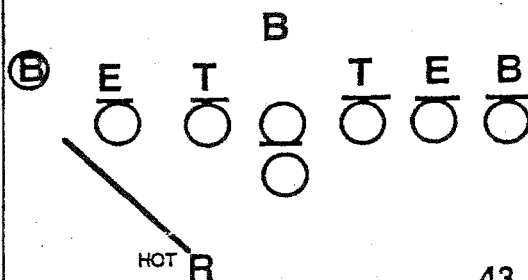
### LO/HI PROTECTION

- ON TACKLE** -Base #2 (DE). Block SOLID vs. Reduction. Alert Left/Right Call. Poss. FAN by Game Plan.
- ON GUARD** -Base #1 (M). Block SOLID vs. Reduction (Poss. SQUEEZE). PINCH.\*\*\* Alert Left/Right Call. Poss. FAN by Game Plan.
- CENTER** -Base #0 (N). PINCH. \*\*\*Alert Left/Right Call. Priority 4 man side to call side. QB will call 4 weak.
- OFF GUARD**-Base #1 (DE). Alert 3 WAY (IN Call). Alert Left/Right Call.
- OFFTACKLE**-Base #2 (DE). PINCH. Alert 3 WAY (IN Call). Alert Left/Right call. FAN vs Bear Eagle or Wide looks.
- TE** -Base #3 (SAM). Alert 3 WAY. Alert Left/Right call. FAN vs. Bear Eagle or Wide looks.
- BACK** -Base #3 to Call. Block ILB vs Reduction. FAN by game block ILB. Bear Eagle block Mike (Alert Bear Eagle).

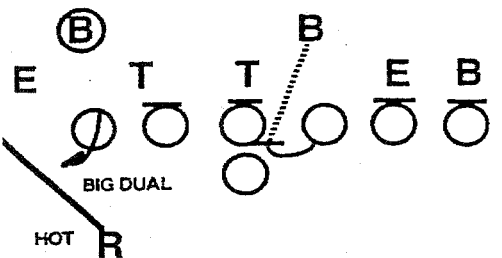
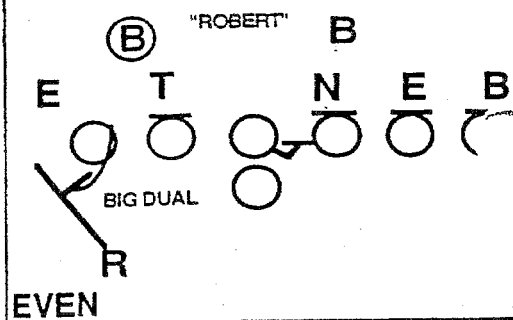
# LO/Hi HOT



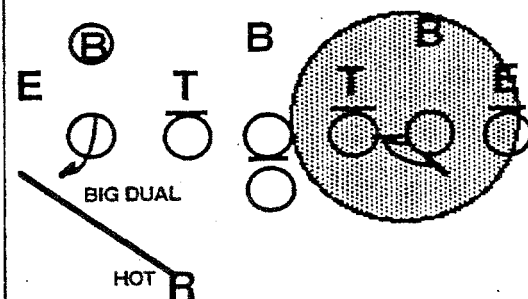
34



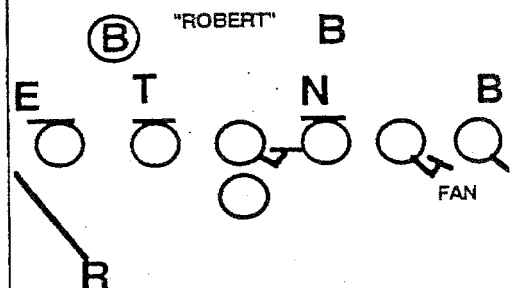
43



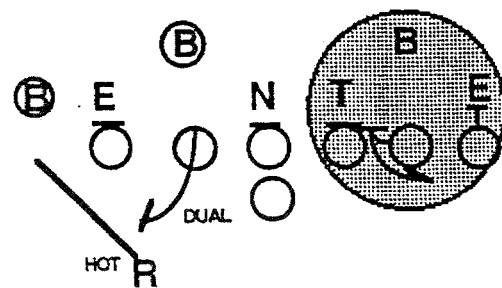
UNDER



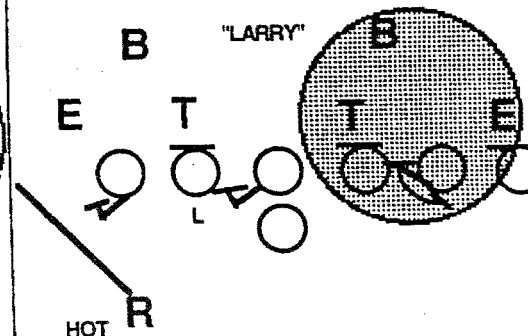
43 EAGLE



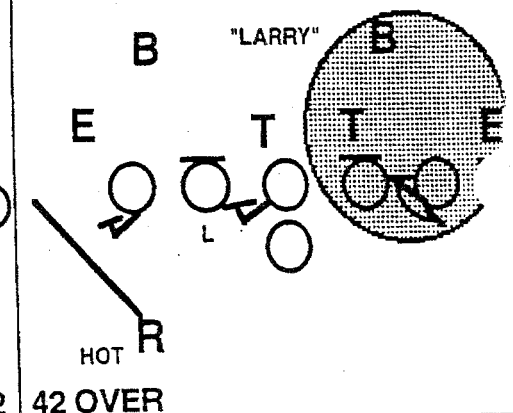
EVEN BRONCO



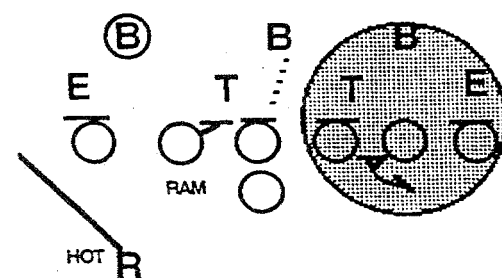
OVER



42



42 OVER



OVER ST

## LO/Hi HOT PROTECTION

**ON TACKLE** -Base #2 (DE). BIG DUAL vs Reduction (Alert IN Call). Alert Left/Right Call. Poss FAN by Game Plan.

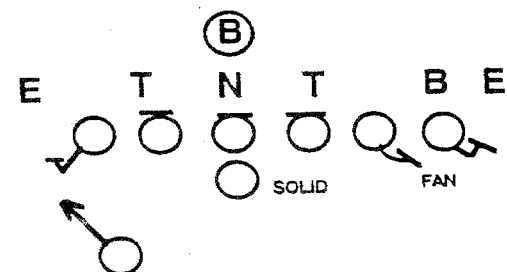
**ON GUARD** -DUAL vs 34. Block SOLID vs. Reduction (Alert IN Call). PINCH. Alert Left/Right Call.

**CENTER** -Base #0 (N). PINCH. Alert Left/Right Call. Priority 4 mail side to call side.

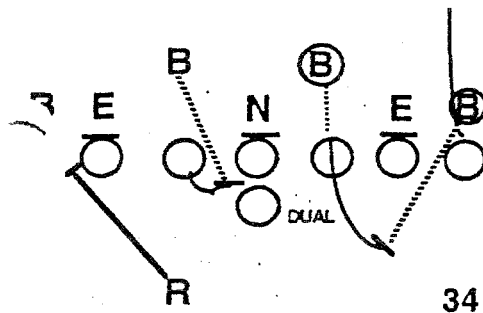
**OFF GUARD** -Base #1 (DE). PINCH. Alert 3 WAY Call (IN Call). Alert Left/Right Call.

**OFF TACKLE** -Base #2 (DE). Alert 3 WAY Call (IN Call). Alert Left/Right Call. Fan vs. Bear Eagle or Wide looks.

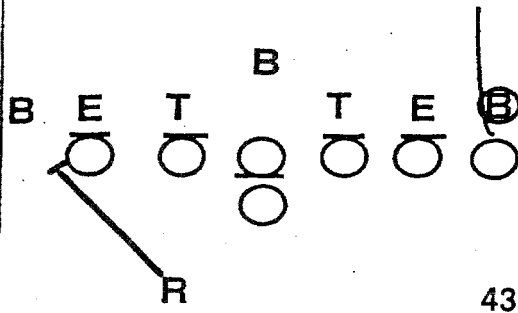
**TE** -Base #3 (S). Alert 3 WAY. Alert Left/Right Call. FAN vs. Bear Eagle or Wide looks.



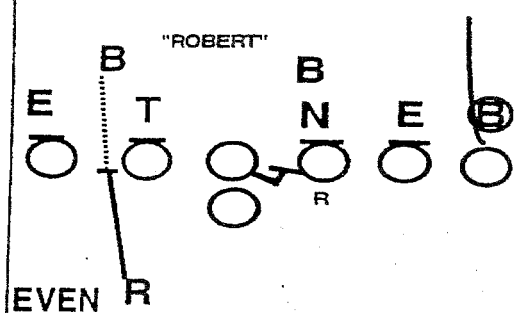
# SCAT RT/LT



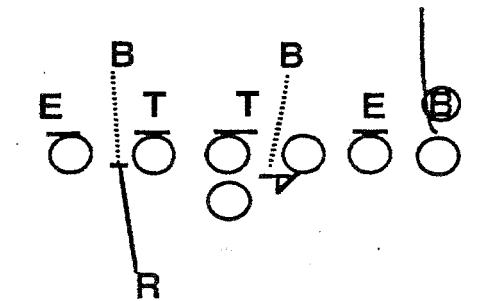
34



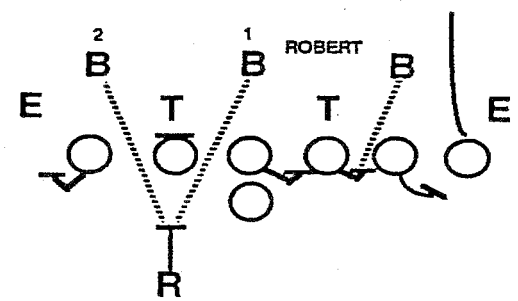
43



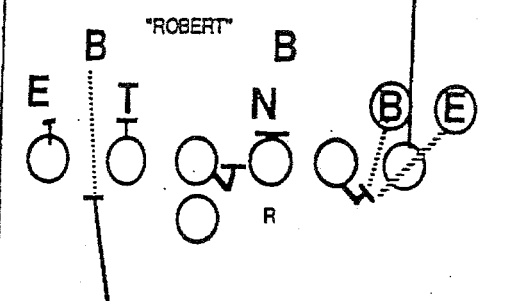
EVEN



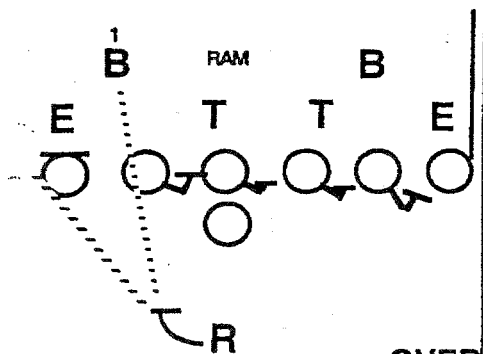
UNDER



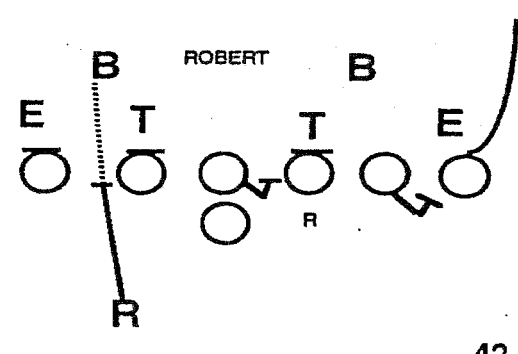
43 EAGLE



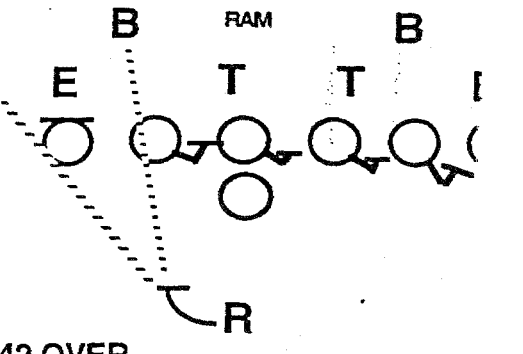
EVEN BRONCO



OVER

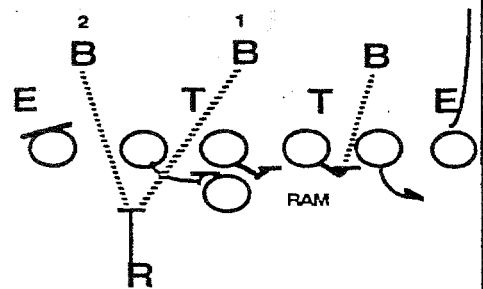


42

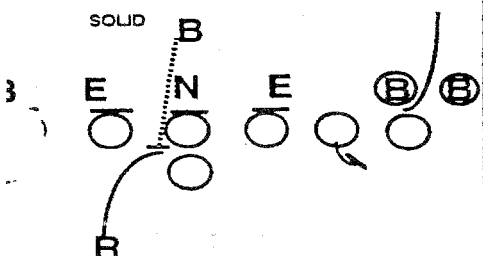


42 OVER

## SCAT PROTECTION



OVER ST



**OFFTACKLE-Base #2 (DE).** Block SOLID vs Reduction. Alert Over and 43 Eagle fronts. Poss. FAN by Game Plan.

**OFF GUARD** -Base #1 (M). Block SOLID vs Reduction (Poss. SQUEEZE). PINCH. Alert Left/Right Call. Alert Over and 43 Eagle Fronts. Poss. FAN by Game Plan.

**CENTER** -Base #0 (N). PINCH. Alert Left/Right call. Alert Over and 43 Eagle Fronts. Priority to call side. (QB, can call 4 wk.)

**ON GUARD** -DUAL vs. 34. Base #1 vs. all others. Block SOLID vs Reduction (Poss IN). PINCH. Alert Left/Right call. Alert Over and 43 Eagle Fronts. Poss. FAN by Game Plan.

**ON TACKLE** -Base #2 (DE). Block SOLID vs. Reduction (BIG DUAL)(Poss. IN). Alert Left/Right call. Alert Over and 43 Eagle Fronts. Poss. FAN by Game Plan.

**OFF BACK** -Base #3 (OLB). Block ILB vs Reduction (Poss. SQUEEZE). Alert Rt/Lt call to block #4, call away

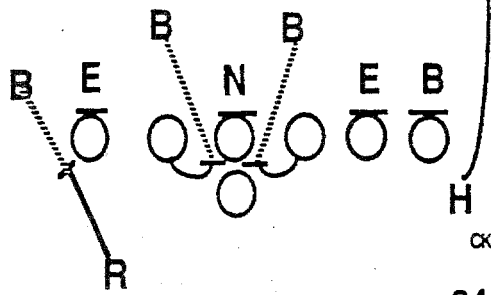
PROTECTION

PROTECTIO

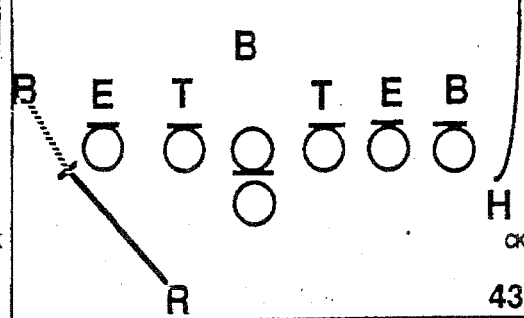


<p>34</p>	<p><u>SCRAM LT/RT</u></p> <p>43</p>	<p>"LARRY"</p> <p>EVEN</p>
<p>UNDER</p>	<p>43 EAGLE</p>	<p>"LARRY"</p> <p>EVEN BRONCO</p>
<p>OVER</p>	<p>"LARRY"</p> <p>42</p>	<p>"LARRY"</p> <p>42 OVER</p>
<p>OVER ST</p>	<p><u>SCRAM PROTECTION (PRIORITY "A" GAP)</u></p> <p><b>ON TACKLE</b> -Base #2 (DE). BIG DUAL VS Reductions(Alert IN call) Possible Fan by game plan.</p> <p><b>ON GUARD</b> -DUAL vs. 34. Base #1 vs. all other fronts. Block MAN vs Reduction. (Alert IN call) PINCH. Alert Left/Right call. Poss. FAN by Game Plan.</p> <p><b>CENTER</b> -Base #0 (N). PINCH. FIRE vs 4 strong. Priority to call side</p> <p><b>OFF GUARD</b> -Base #1 (M). PINCH. Alert 3 WAY (IN call). FIRE vs 4 strong.</p> <p><b>OFFTACKLE</b> -Base #2 (DE). Alert 3 WAY (IN call). Alert FIRE Base(LEE/RAY) M vs Bear Eagle.Possible FAN vs. 7 man wide .</p> <p><b>TE</b> -Base #3 (S). Alert 3 WAY (IN call). Alert FIRE, Poss. Swoop w/H (2/2). Possible FAN vs. 7 man wide look</p> <p><b>H (BACK)</b> -Base block #4. Alert SWOOP.</p> <p>PROTECTIO</p>	

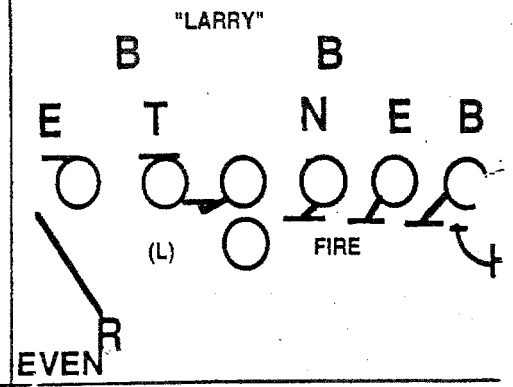
## LIGHTNING/FLASH



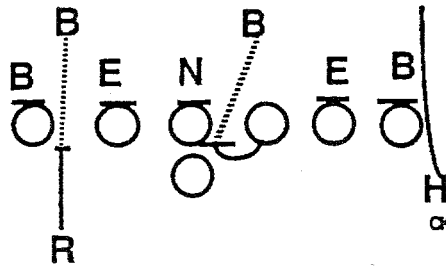
34



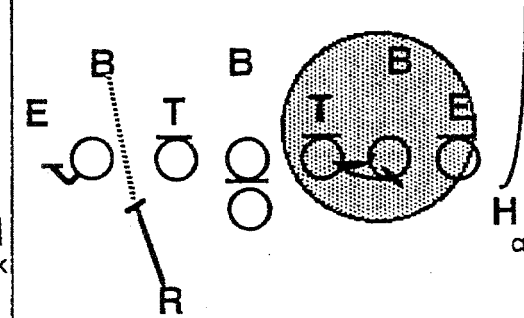
43



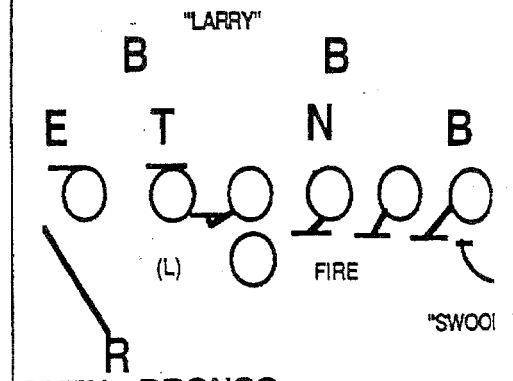
EVEN



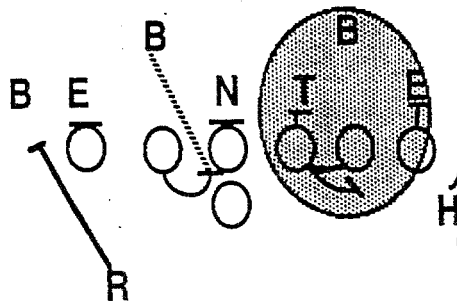
UNDER



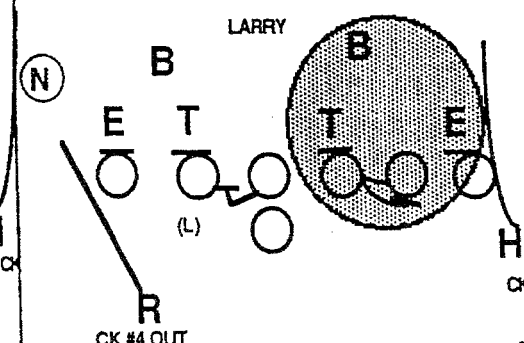
43 EAGLE



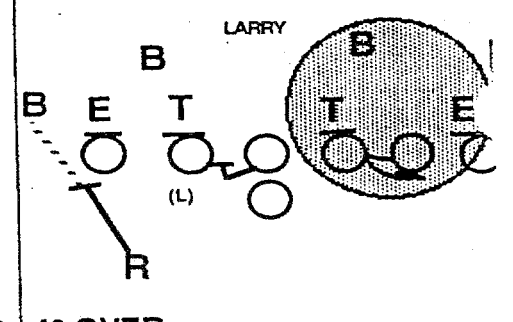
EVEN BRONCO



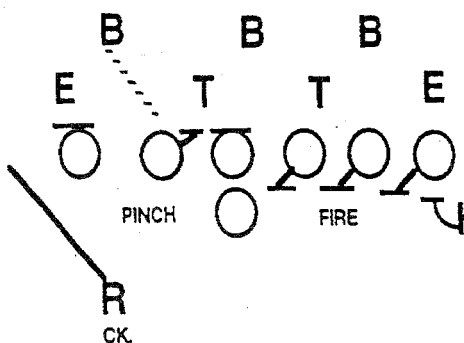
OVER



42



42 OVER



OVER ST

## LIGHTNING/FLASH PROTECTION (PRIORITY "A" GAP)

**ON TACKLE** -Base #2 (DE). Block MAN vs. Reduction. Poss. FAN by Game Plan.

**ON GUARD** -Base #1 (M). Block MAN vs. Reduction. (Possible SQUEEZE/ PINCH) Possible FAN by Game Plan.

**CENTER** -Base #0 (N). PINCH. Alert Left/Right to call. FIRE vs 4 strong. Priority to call side.

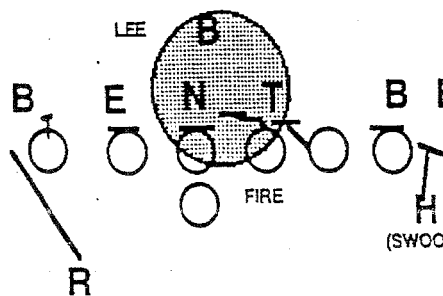
**OFF GUARD** -Base #1 (M). PINCH. Alert 3 WAY (IN call). Alert FIRE vs. 4 strong.

**OFFTACKLE** -Base #2 (DE). Alert 3 WAY (IN call). Alert FIRE. Base M (LEE/RAY) vs. Bear Eagle. Possible FAN vs 7 man wide.

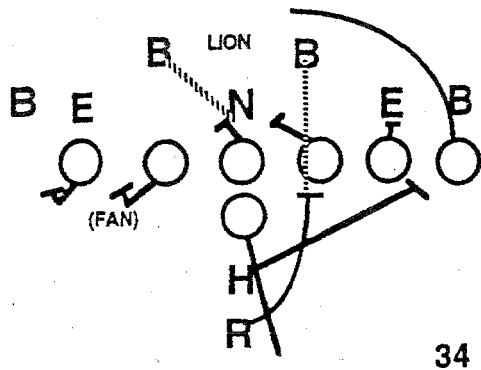
**TE** -Base #3 (S). Alert 3 WAY (IN call). Alert FIRE. Poss. SWOOP w/H (2-2). Possible FAN vs 7 man wide look

**H (BACK)** -Base block #4. Alert FIRE block #4 (man over Y). Poss. SWOOP

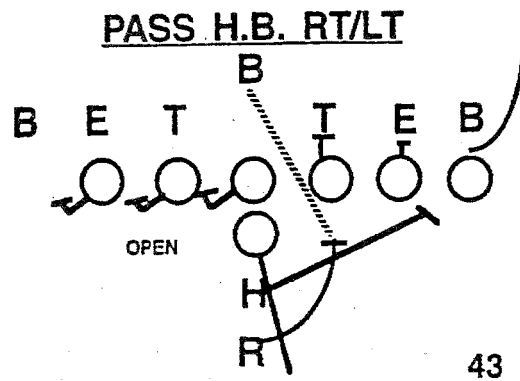
**ON BACK** -Base block #3. Block ILB vs Reduction. (Poss SQUEEZE). Alert RT/LT call to block #4. Bear Eagle block Base #3 be alert for Mike in Wk R.Gan. PROTECTIO



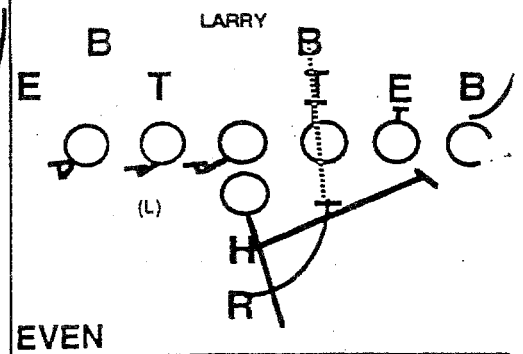
<p>34</p>	<p><u>OPTION RT/LT</u></p> <p>43</p>	<p>EVEN</p>
<p>UNDER</p>	<p>43 EAGLE</p>	<p>EVEN BRONCO</p>
<p>OVER</p>	<p>42</p>	<p>42 OVER</p>
<p>OVER ST</p>	<p><u>OPTION PROTECTION : CP.Alert 6 man, converts to Mike call(42/ 42 0V)</u></p> <p>OFF TACKLE-SLIDE for #3 weak. Alert FAN. Alert OPEN. Alert vs 4 weak, sift 3. Alert 6 Man, Converts to Mike Call.</p> <p>OFF GUARD -SLIDE for #2 weak. Alert FAN . ALERT- OPEN weak. Alert vs 4 weak, sift 3.Alert 6 Man, Converts to Mike.</p> <p>CENTER -SLIDE for #1 weak--Alert. OPEN weak.</p> <p>Base M vs Bear Eagle. MAN vs. 56. Alert vs 4 weak, sift 3. VS Reductions, Alert LEE/RAY.</p> <p>CP. Vs. EVEN NI(6 man box),Slide stays on:</p> <p>ON GUARD -SLIDE for #0-vs Reductions-LEE/RAY. Vs. Even and 56-Base DT. Alert for 3 way vs 42.(6 Man call).</p> <p>ON TACKLE -SLIDE vs all Reductions for #1- LEE/RAY. Vs Bubble, Base #2 ( DE). Base M vs. Bear Eagle. FAN vs.Wide look. Alert for 3 way vs 42. (6 Man call).</p> <p>TE -Base #3 (S). FAN vs. wide looks. Alert for 3 way vs. 42. Block big man vs. Bear Eagle and Bronco.</p> <p>BACK -Block first LB outside in off the ball. Block coverage!</p>	



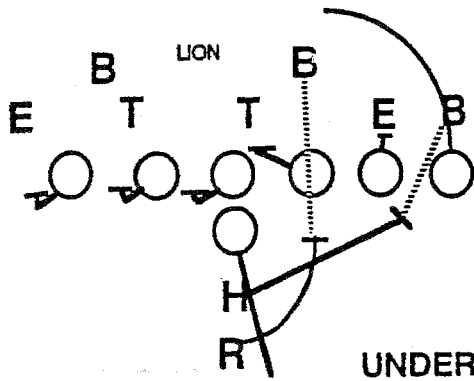
34



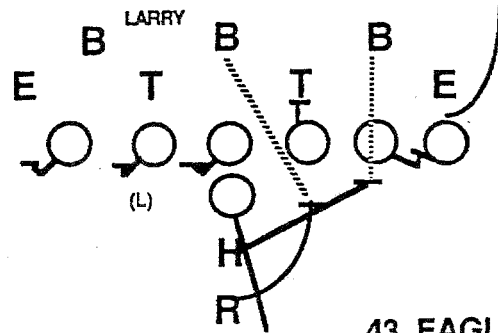
43



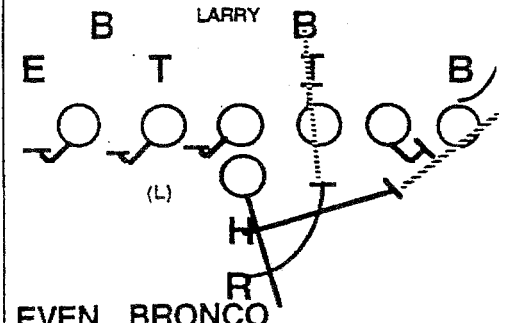
EVEN



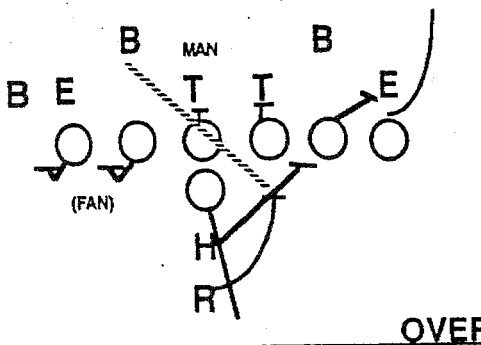
UNDER



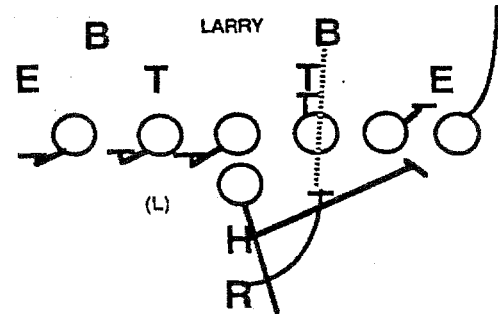
43 EAGLE



EVEN BRONCO

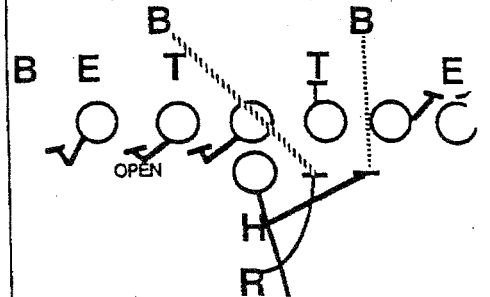


OVER



42

42 OVER



### PASS HB PROTECTION

**OFFTACKLE-SLIDE** for #3 weak. Alert FAN. Alert OPEN.

**OFF GUARD -SLIDE** for #2 weak. Alert FAN. Alert -OPEN- weak. Alert LEE/ RAY.

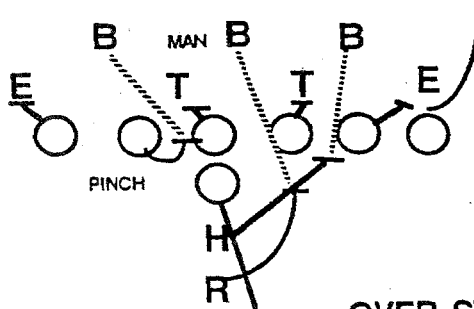
**CENTER** -Slide for #1 weak. Alert - OPEN. MAN vs Overs. Alert LEE/RAY

**ON GUARD** -SLIDE for #0. MAN vs Reductions. Base M vs. Bear Eagle (LEE/RAY).

**ON TACKLE** -Base #2 (DE). MAN vs Reductions. Base M vs. Bear Eagle (LEE/RAY).

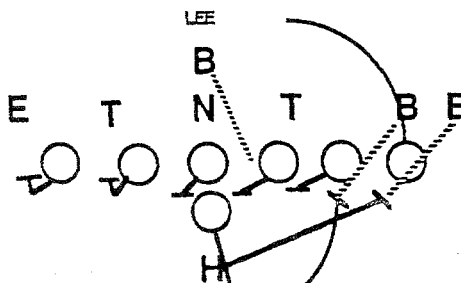
Block first LBer outside-in. Bronco or Bear Eagle block man outside Y.

Block second LBer outside-in. Bear Eagle block man over Y.



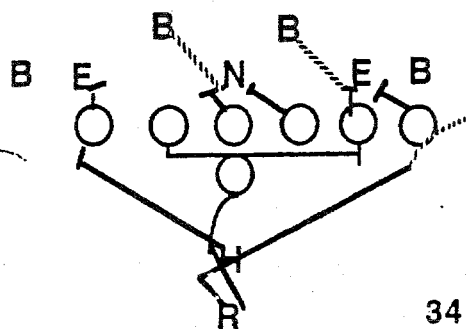
OVER ST

F/H

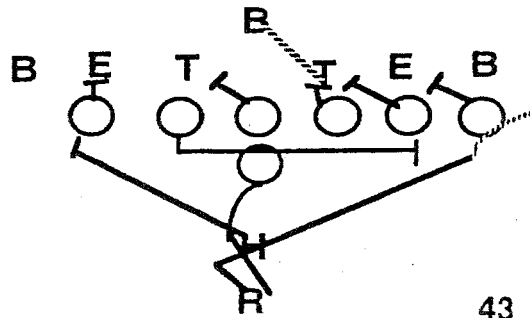


R

# RUN PASS 60 COUNTER

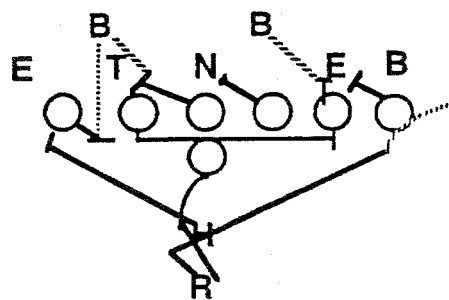
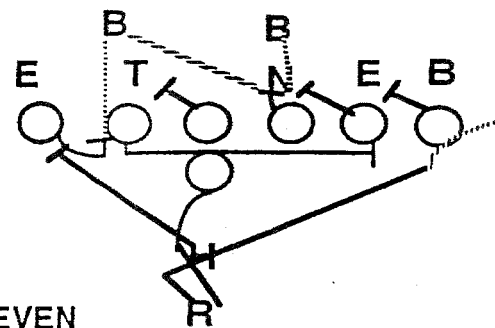


34

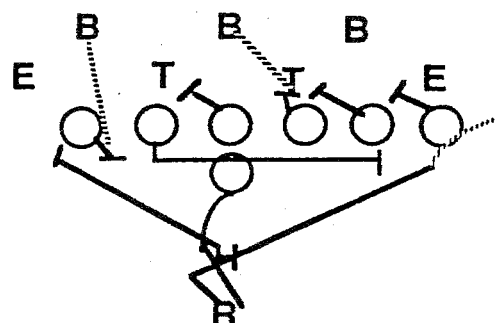


43

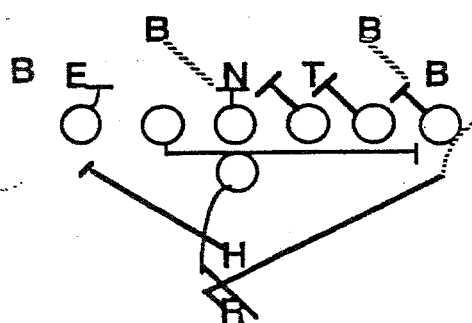
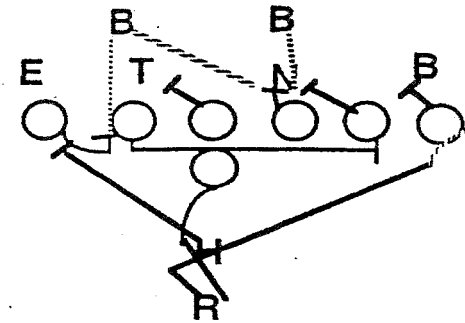
EVEN



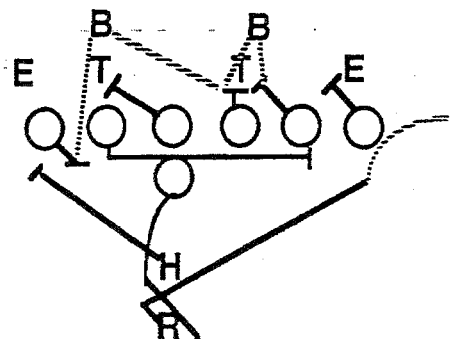
UNDER



43 EAGLE EVEN BRONCO

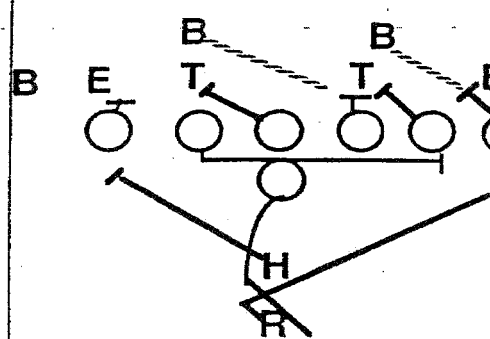


OVER



42

42 OVER



## RP 60 COUNTER PROTECTION

**ON TACKLE** -Gap. POWER vs. Bubble. GAME vs. 43. DOWN vs all fronts Guard Covered.

**ON GUARD** -Gap. Block Nose vs Odd fronts. GAME vs. 43. Alert Over.

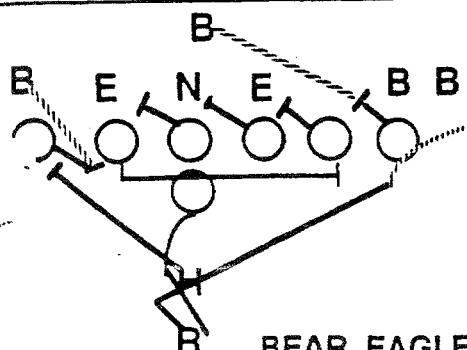
**CENTER** -Gap. Stab Nose. Block #1 Wk. on L.O.S. Alert Over.

**OFF GUARD** -Pull outside. Block first man past Y's block.

**OFFTACKLE** -Fill, Seal down to DT, Block 1st man past Centers back block.

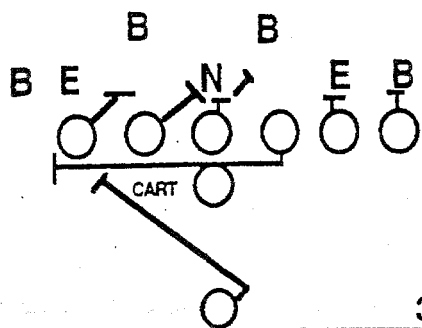
**TE** - Gap. POWER vs. Bubble. DOWN vs all fronts Tackle Covered.

**BACK** -Fake, check first man outside of off guards block.

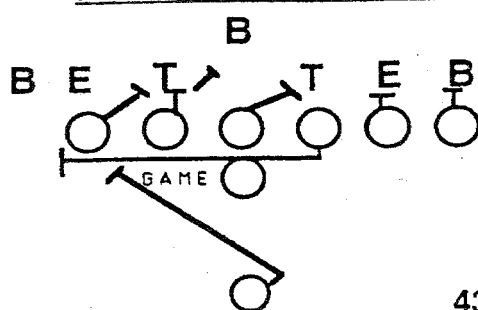


REAR EAGLE

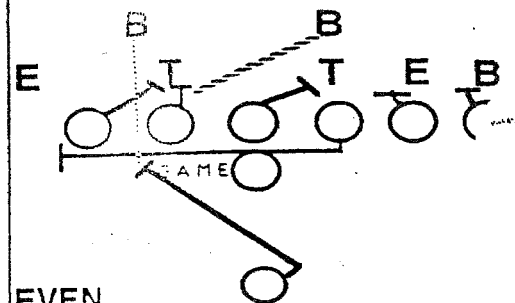
## FAKE 13 TRAP PASS



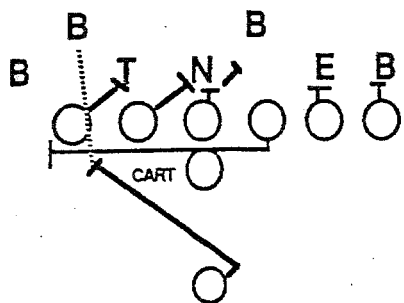
34



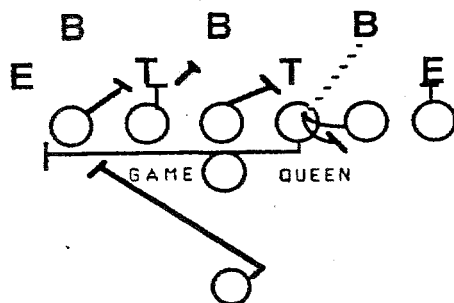
43



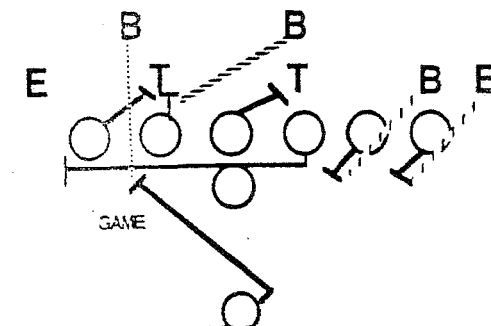
EVEN



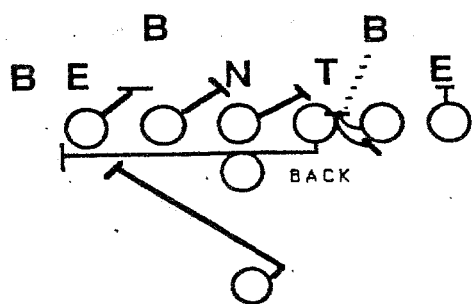
UNDER



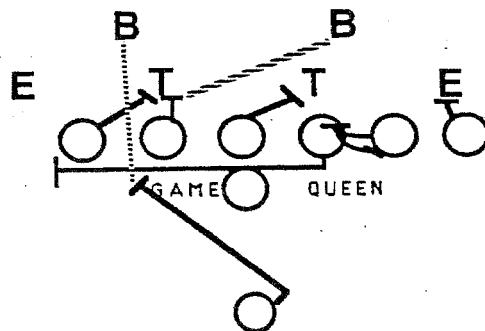
43 EAGLE



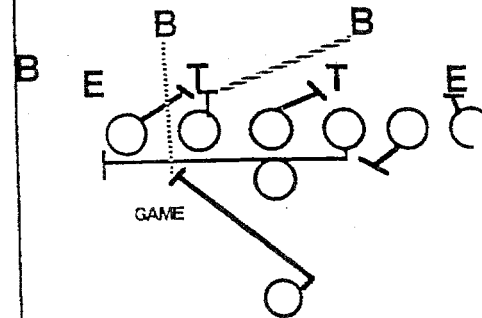
EVEN BRONCO



OVER

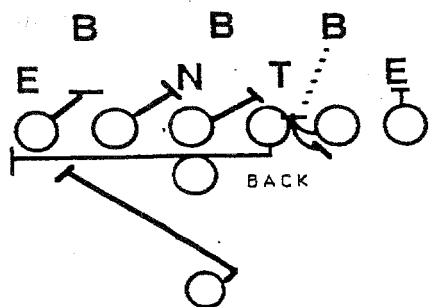


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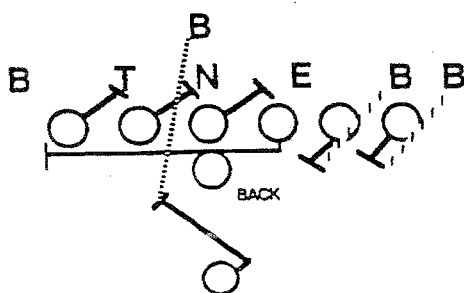


42 OVER

## FAKE TRAP PASS PROTECTION



OVER ST



**ON TACKLE** -Gap (#1). Odd-Block first LB Inside (M). Vs. Reductions and Even Fronts, Game (T/M Pickup).

**ON GUARD** -Gap (#0-Nose). Vs. Reductions or Even Fronts, Game (T/M Pickup).

**CENTER** -Block #1 Weak. Vs Odd-CART (N/M Pickup). Vs. Weak Reduction/Bear-Block #0 (Nose). Vs. Strong Reduction/Bear-Poss. QUEEN Pass Technique.

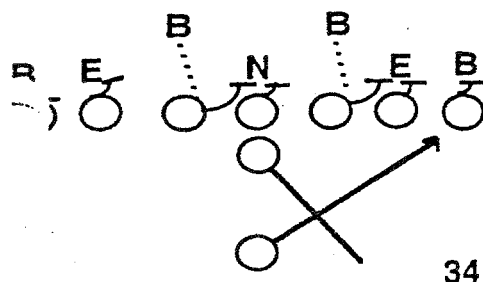
**OFF GUARD** -Pull Onside Block first man past Tackle Block (DE)

**OFFTACKLE** -Base #2 (DE). Alert Poss. QUEEN /FAN Pass Technique vs.Reductions, Bear,Bronco.Alert TECH.vs 4 man side.

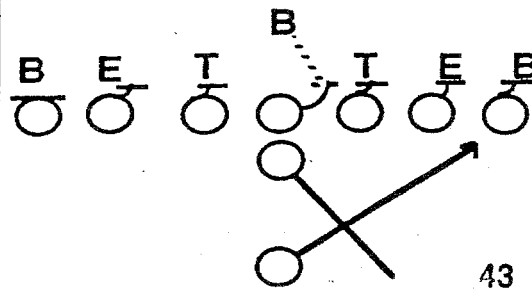
-Block #3 (S). Alert Sift Gap.Alert TECH. vs 4 man side.

-Fake, block first man off tackle to outside the trapping guard.

# PLAY PASS 60/70

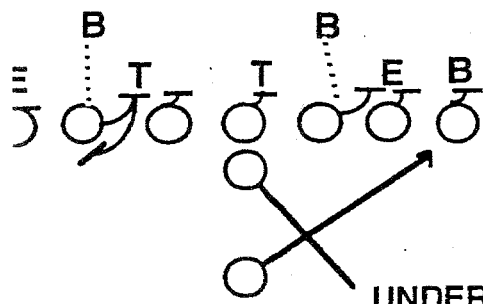
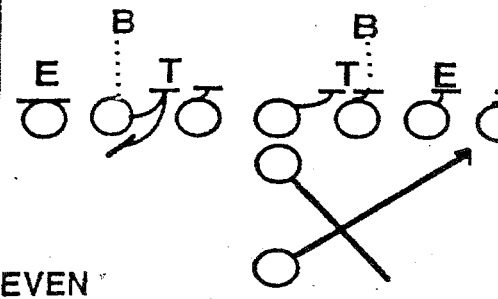


34

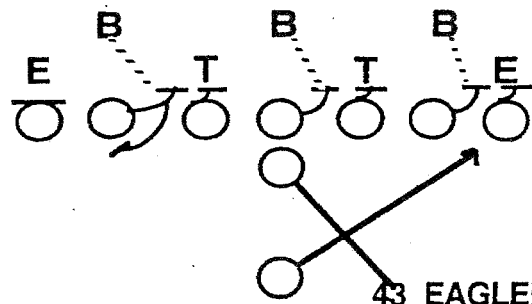


43

EVEN

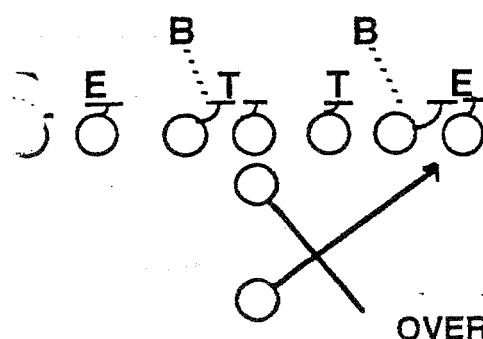
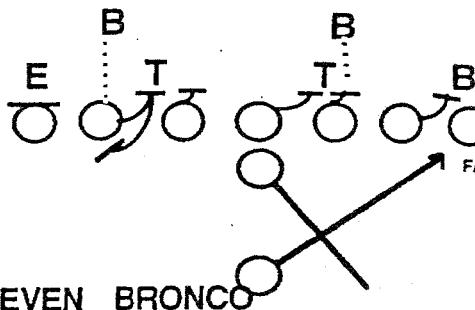


UNDER

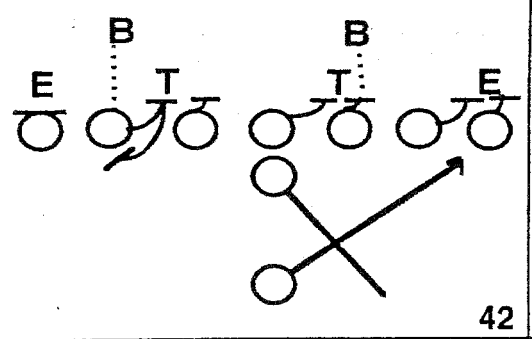


43 EAGLE

EVEN BRONCO

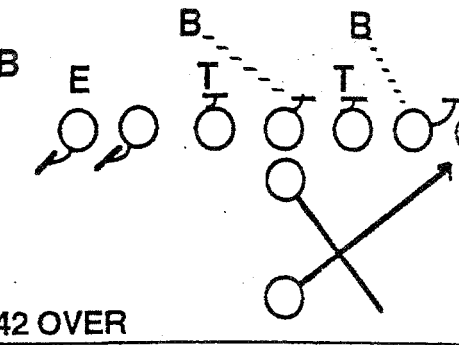


OVER

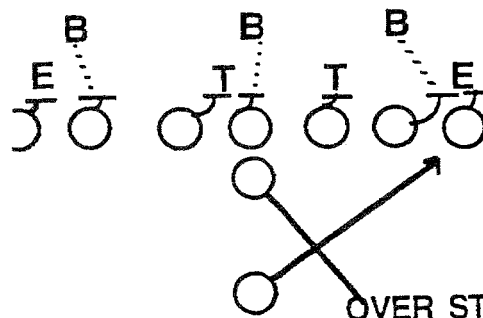


42

42 OVER



## PLAY PASS 60/70 PROTECTION



OVER ST

ON TE

-REACH #3 (S). TEAM vs Reduction. FAN vs Bear Eagle,"Bronco" or "Wide" looks.

ON TACKLE

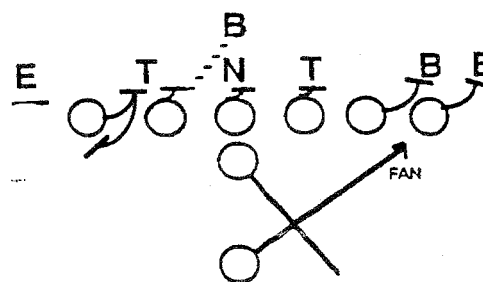
-REACH #2 (DE). TUB vs 34. TEAM vs Reductions. FA vs. Bear Eagle,"Bronco" or "Wide" looks.

ON GUARD

-REACH #1 (M).TUB vs 34. RAKE vs. 43.

CENTER

-REACH #0 (N). SLIP vs.34. RAKE vs. 43.



REAR EAGLE

OFF GUARD

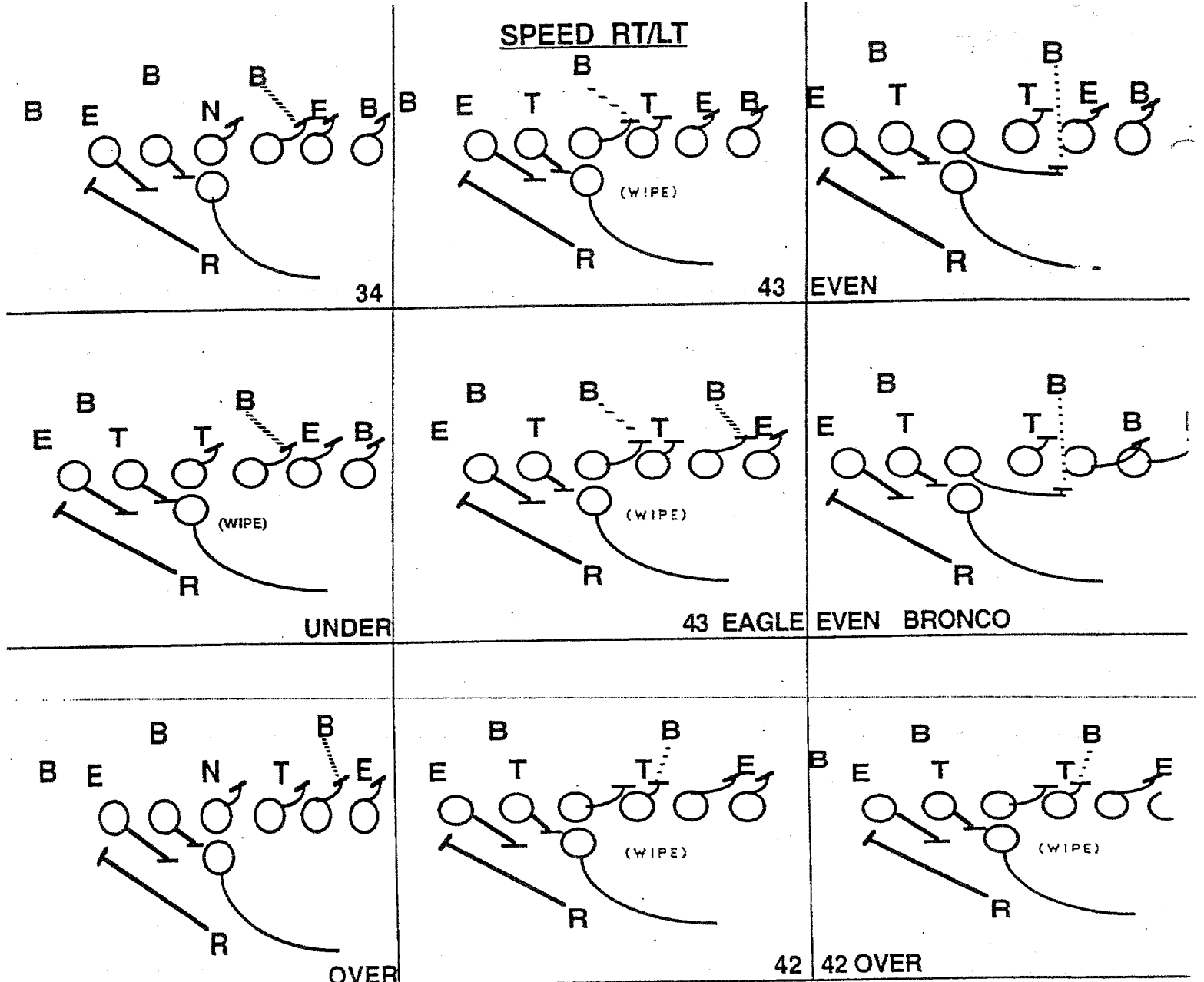
-REACH #1 wk. (M). SLIP vs 34. STACK vs. Reduction

OFF TACKLE

-REACH #2 wk. (DE). SIFT. STACK vs. Reduction.

OFF TE

-REACH #3 wk. (W).



SPEED PROTECTION

ON TACKLE-REACH #2 (DE). FAN vs Bear Eagle and Wide looks. TEAM vs. Reductions.

ON GUARD -REACH #1. Possible WIPE

CENTER -REACH #0. Possible WIPE

OFF GUARD-REACH #1 Wk. Alert SIFT vs Reductions.

OFFTACKLE-REACH #2 Wk. Alert SIFT vs. Reductions

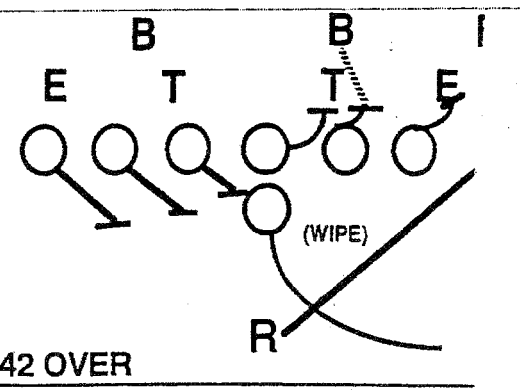
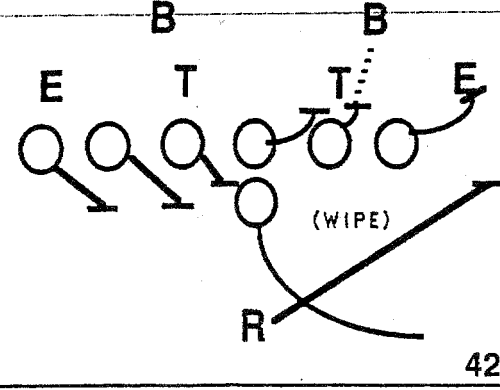
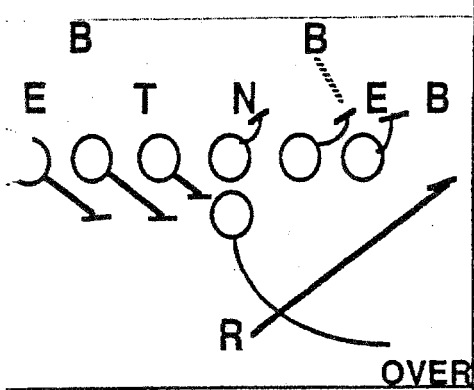
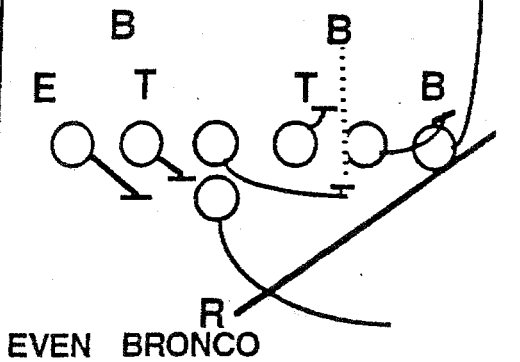
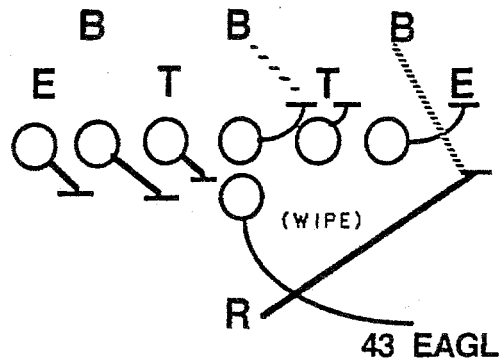
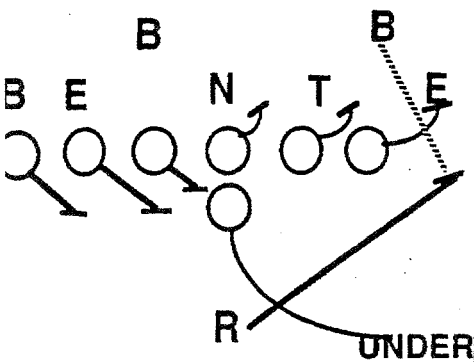
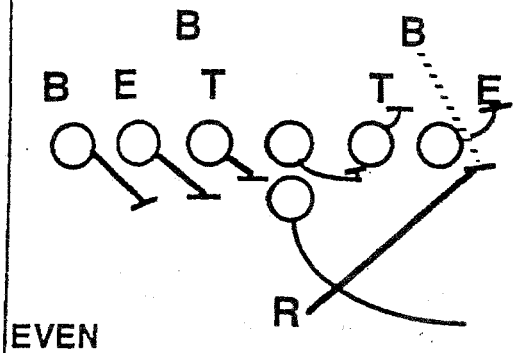
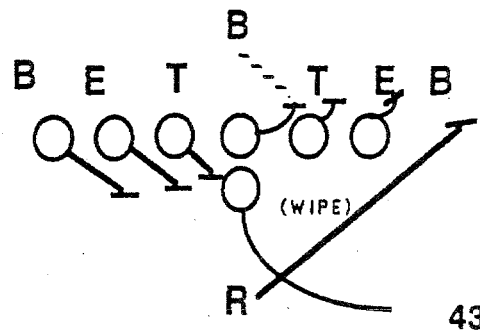
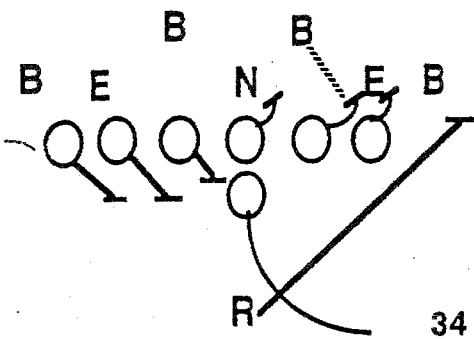
TE -REACH #3 (S). FAN vs Bear Eagle and Wide looks. TEAM vs Reductions.

R -Block first man on or outside of end man on LOS (T/ TE), away from the call.

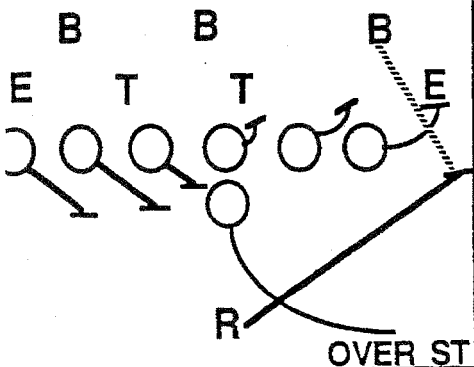
PROTECTION



## SPRINT RT/LT



## SPRINT PROTECTION



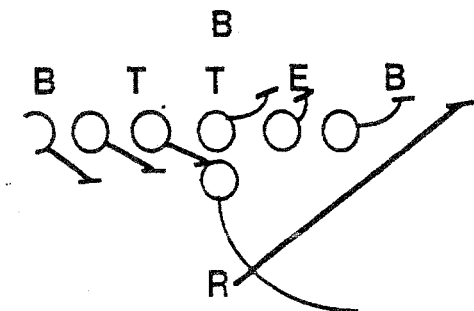
ON TACKLE-REACH #2 (DE). FAN vs Bear Eagle and Wide looks.

ON GUARD -REACH #1. Possible WIPE.

CENTER -REACH #0. Possible WIPE.

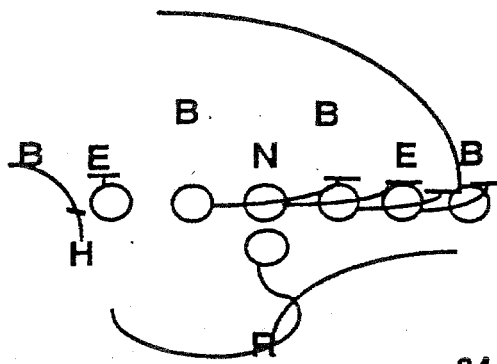
OFF GUARD-REACH #1 Wk. Alert SIFT vs Reductions.

OFFTACKLE-REACH #2 Wk. Alert SIFT vs. Reductions

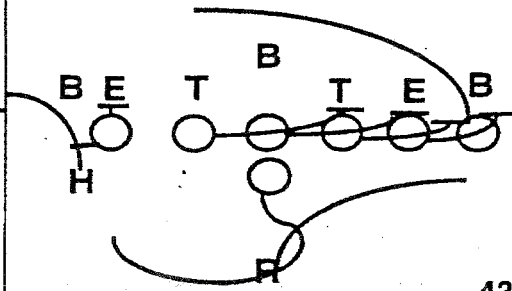


-Block the first man outside or on tackle. Key inside LB for run through vs Reduction.

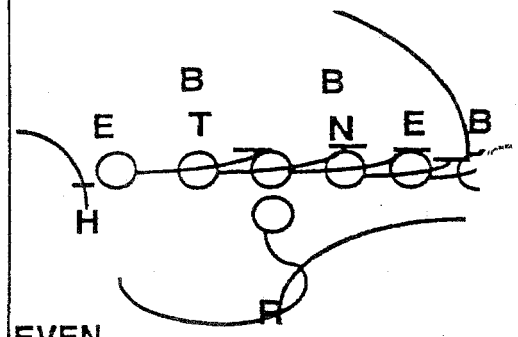
## 60/70 WAGGLE



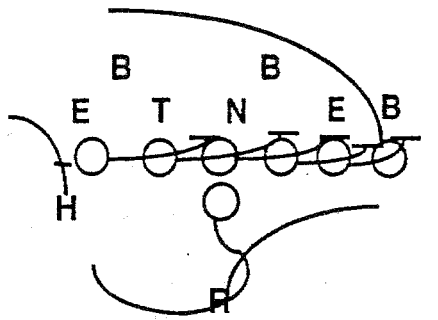
34



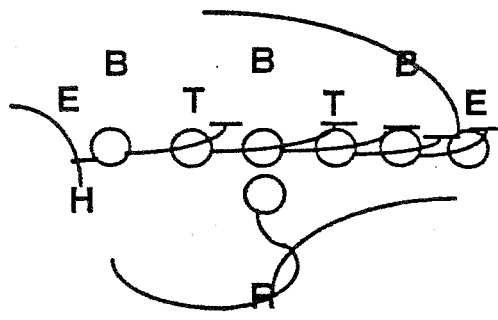
43



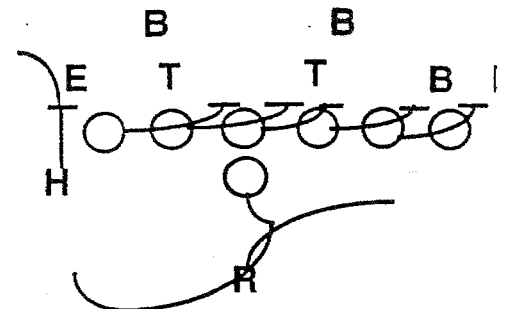
EVEN



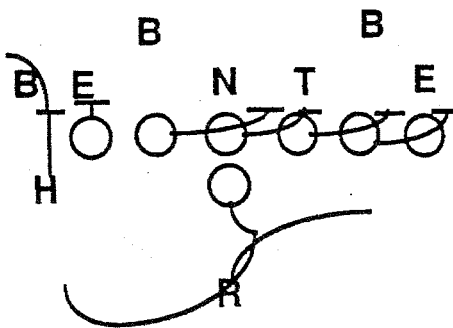
UNDER



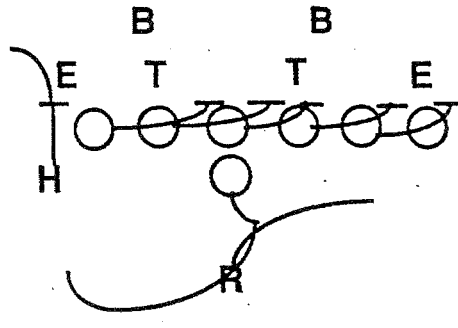
43 EAGLE



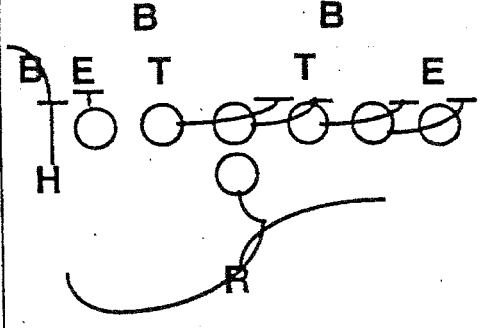
EVEN BRONCO



OVER

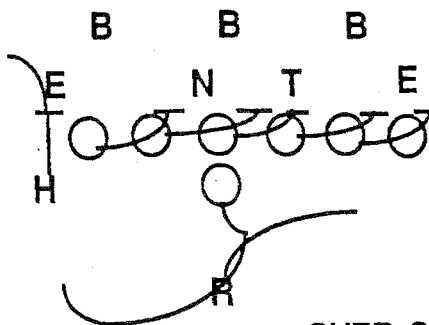


42



42 OVER

## WAGGLE PROTECTION



OVER ST

**ON TACKLE** -Block Run Action Flat to man outside of you. (Alert end man on L.O.S.)

**ON GUARD** -Block Run Action Flat to man outside of you. (Alert Tackle Area).

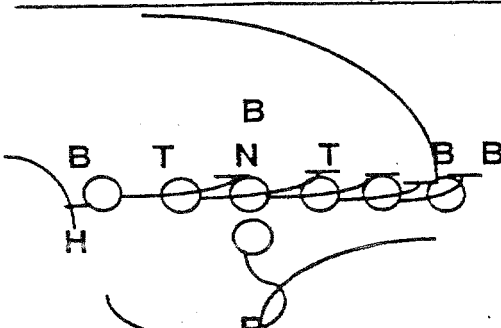
**CENTER** -Block Run Action flat to man onside. (Alert Guard area).

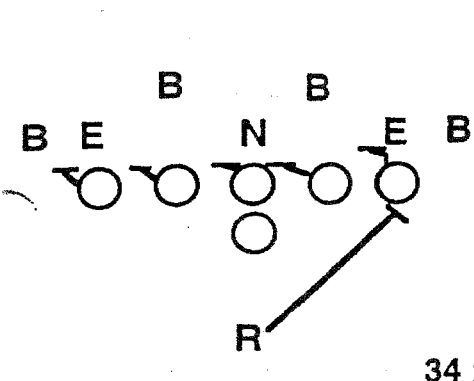
**OFF GUARD** -Block Run Action flat to man onside. (Alert Center area).

**OFFTACKLE** -Block Run Action flat to man onside. (Guard Area). Alert 2 men on, outside-block man on.

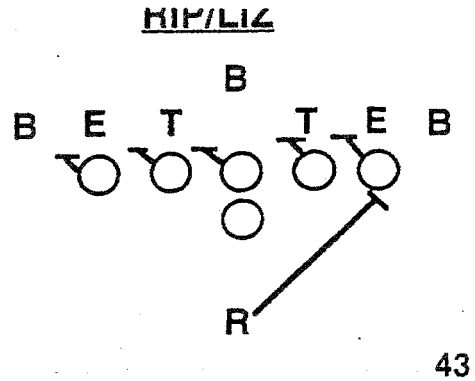
**H/Y** -FRAP

**R** -Fake, block first man outside of tackles reach.

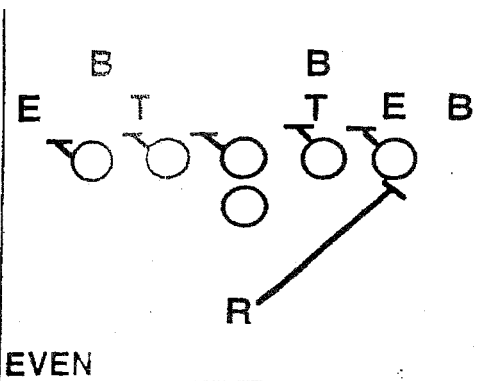




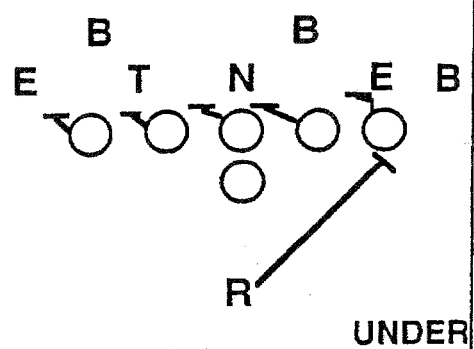
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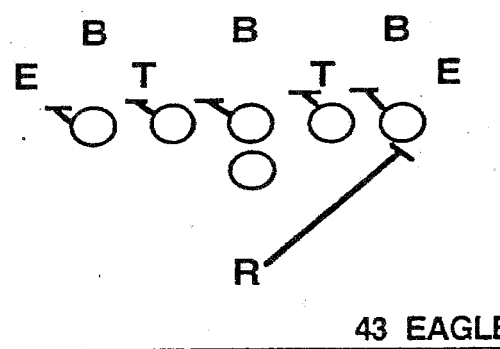
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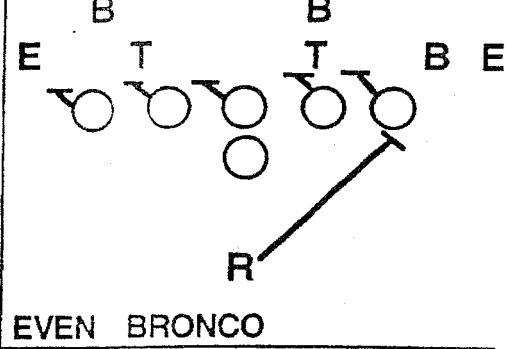
EVEN



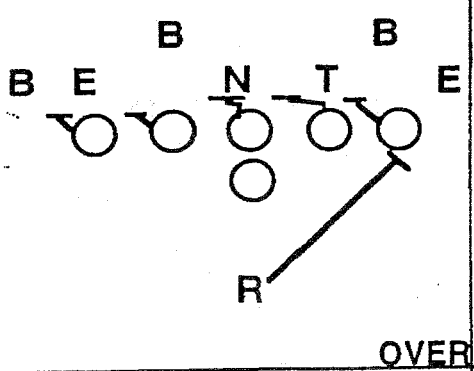
UNDER



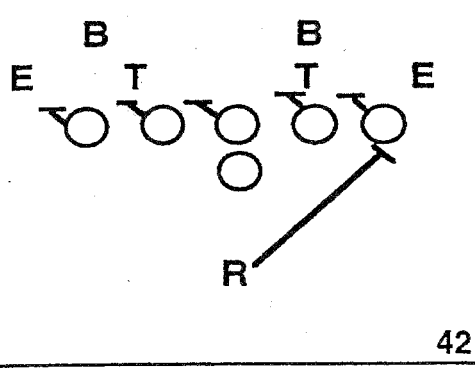
43 EAGLE



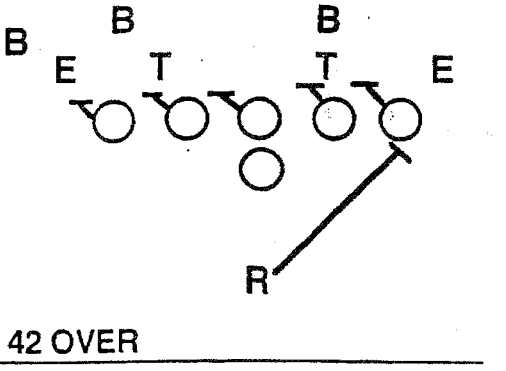
EVEN BRONCO



OVER

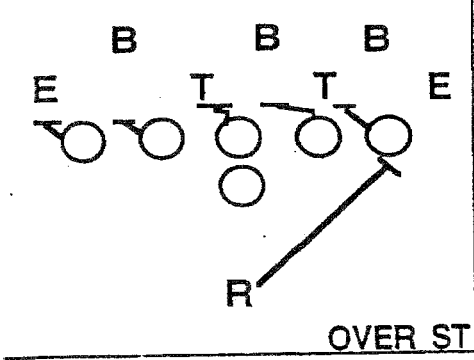


42



42 OVER

RIP/LIZ PROTECTION- Block Gaps! Ignore stunts.



OVER ST

ON TACKLE

-LEE/RAY, Onside B Gap. CP:vs Bubble.

ON GUARD

-Onside A Gap.

CENTER

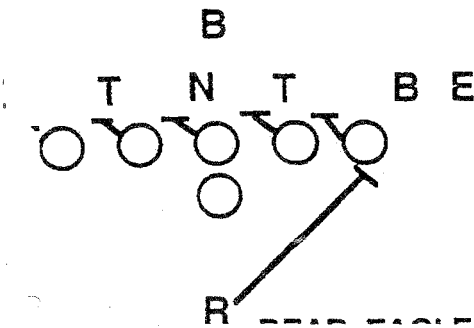
-Offside A Gap.

OFF GUARD

-Offside B Gap.

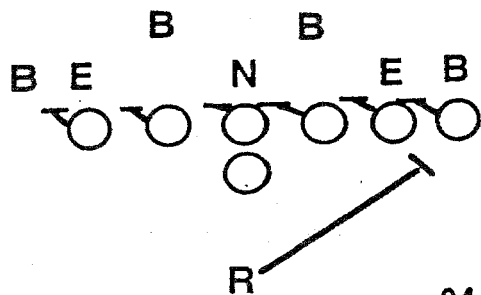
OFF TACKLE

-Offside C Gap.



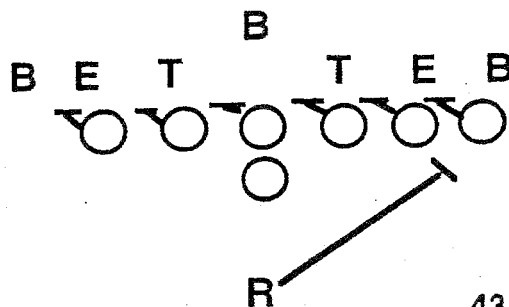
R

-Block first man on or outside of tackle.

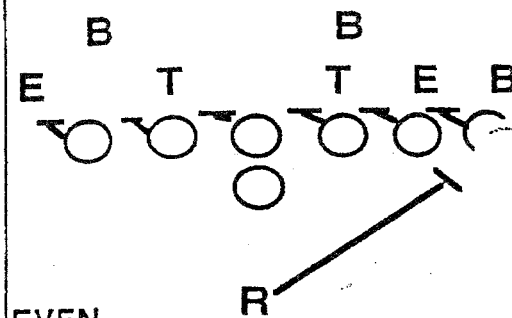


34

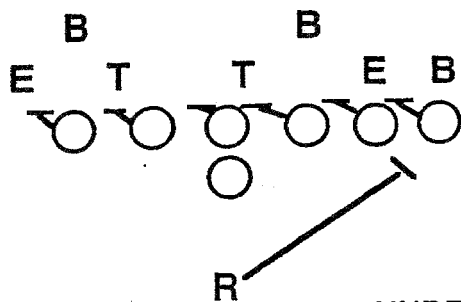
### KICK



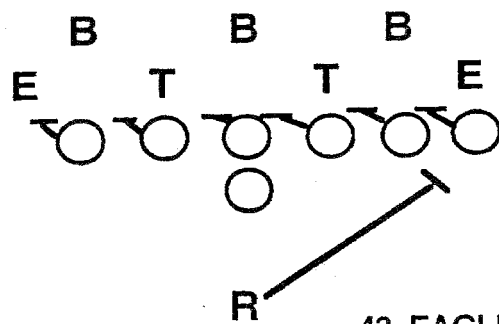
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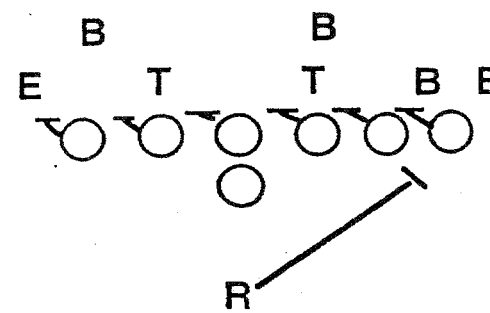
EVEN



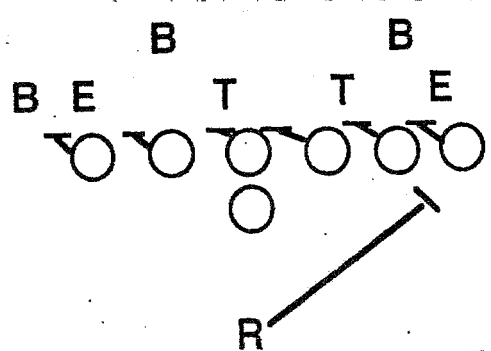
UNDER



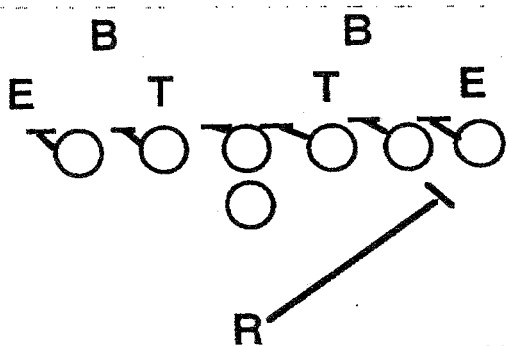
43 EAGLE



EVEN BRONCO

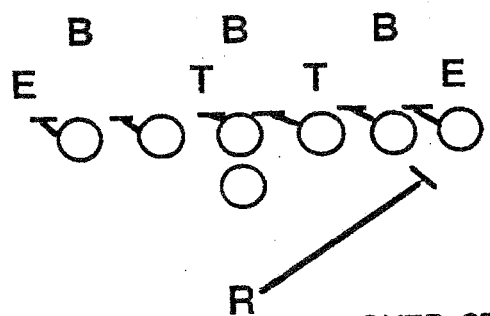
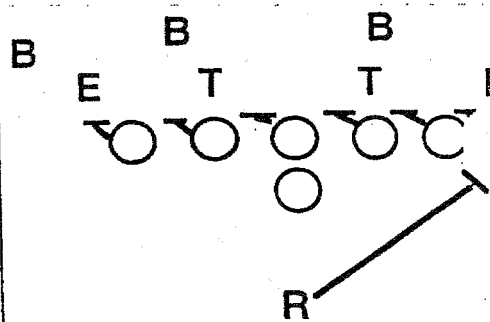


OVER



42

42 OVER



OVER ST

### KICK PROTECTION-Block Gaps, Ignore Stunts.

TE

-Onside C Gap.

ON TACKLE

-LEE/RAY, Onside B Gap.

ON GUARD

-Onside A Gap.

CENTER

-Offside A Gap.

OFF GUARD

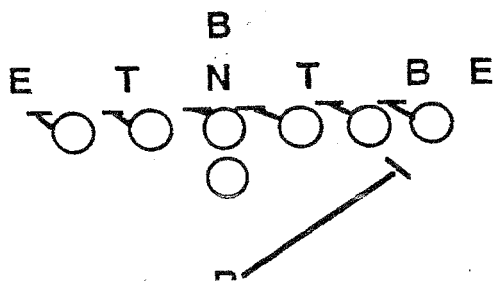
-Offside B Gap.

OFF TACKLE

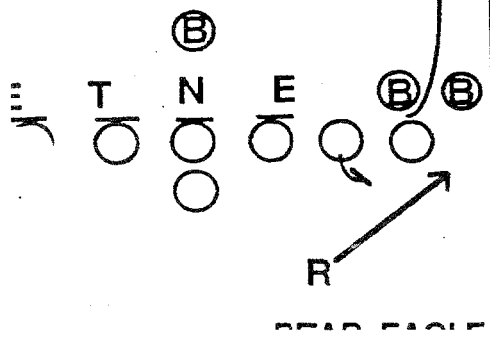
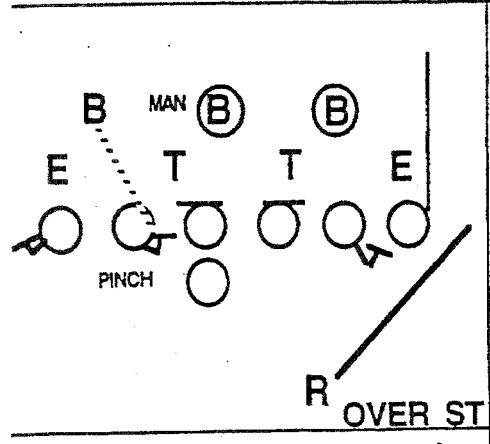
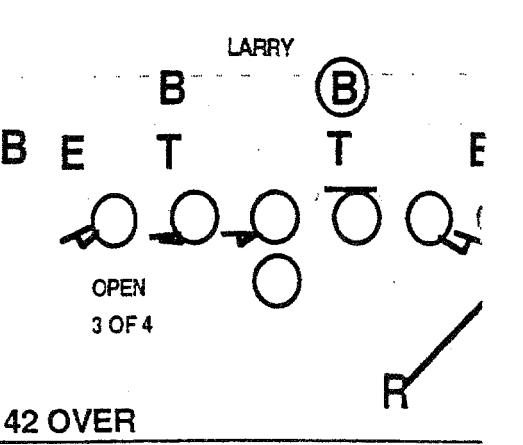
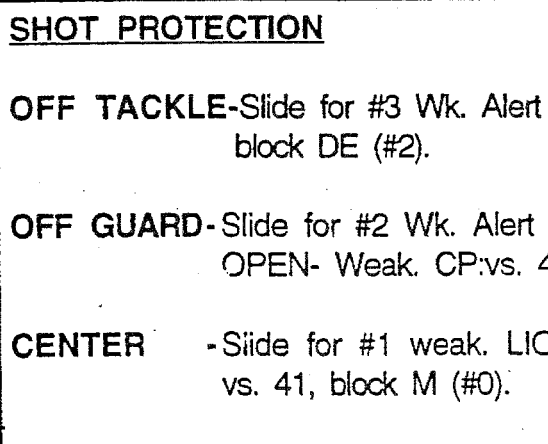
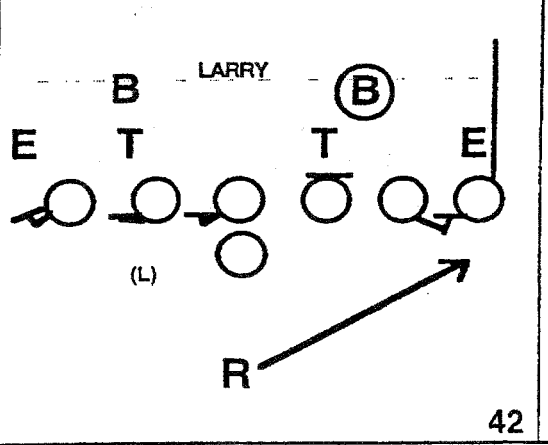
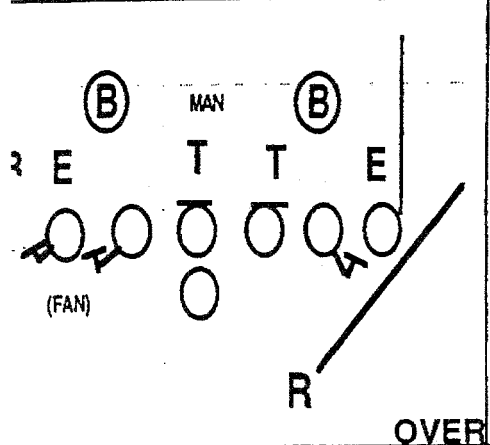
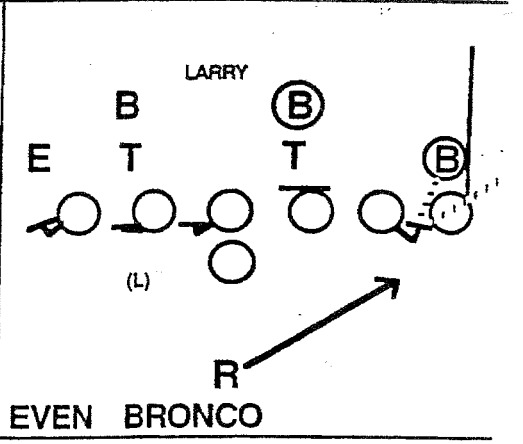
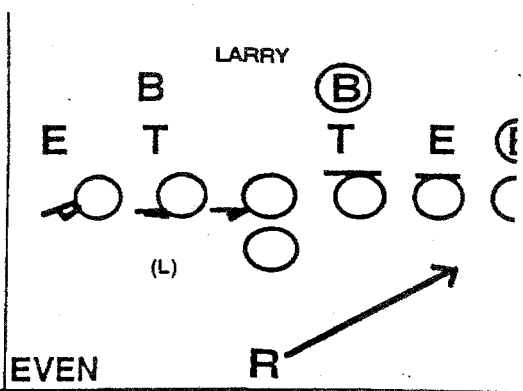
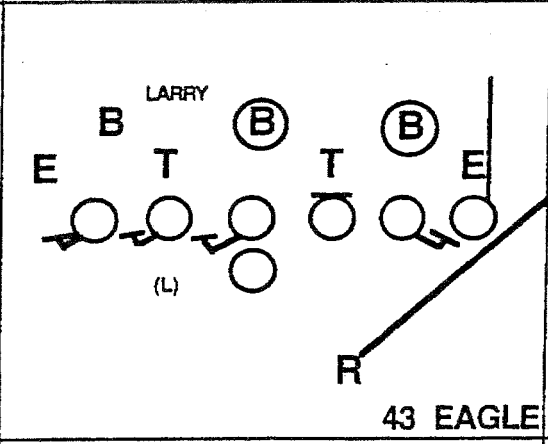
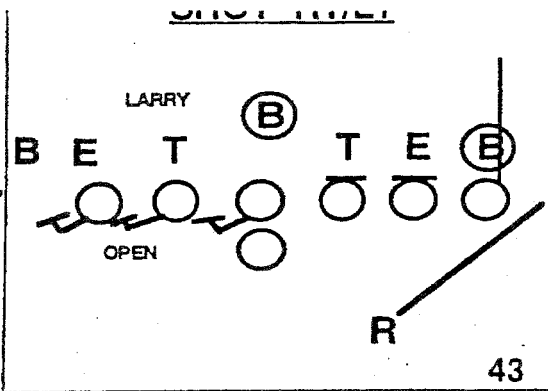
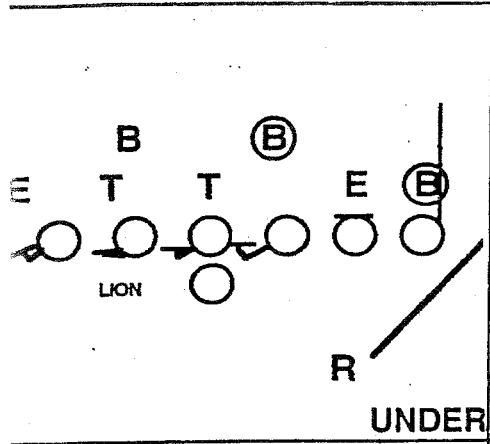
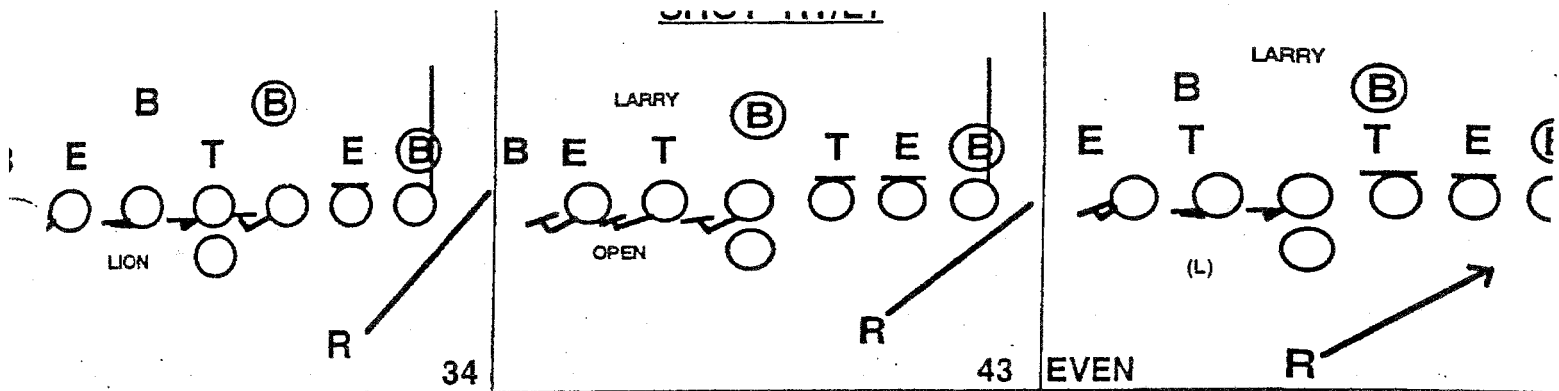
-Offside C Gap.

R

-Block first man on or outside of tackle.



PROTECTION



**SHOT PROTECTION**

**OFF TACKLE**-Slide for #3 Wk. Alert FAN. Alert OPEN. CP: vs. 41's, block DE (#2).

**OFF GUARD**-Slide for #2 Wk. Alert FAN. LION/RAM, LARRY/ROBEF OPEN- Weak. CP:vs. 41, block DT (#1).

**CENTER** -Slide for #1 weak. LION/RAM, LARRY/ROBERT-weak. vs. 41, block M (#0).

**ON GUARD** -Slide for #0. LION/RAM. MAN vs. 50's. CP: vs. 41, block DT (#1).

**ON TACKLE** -Base #2. MAN vs 50's. CP: vs. 41 block DE (#2).

[illegible]

A diagram illustrating a simple sentence structure. The letters 'E', 'T', and 'B' are arranged horizontally. Below 'E' is a circle with a horizontal line extending to the left. Below 'T' is a circle with a horizontal line extending to the right. Below 'B' is a circle with a horizontal line extending to the right. A dashed line connects the circle under 'T' to the circle under 'B', with the word 'LARRY' written above it. The letter 'B' is circled. A curved line connects the circle under 'E' to a circle below it, which is then connected by a straight line to another circle below it. The word 'EVEN' is written at the bottom left.

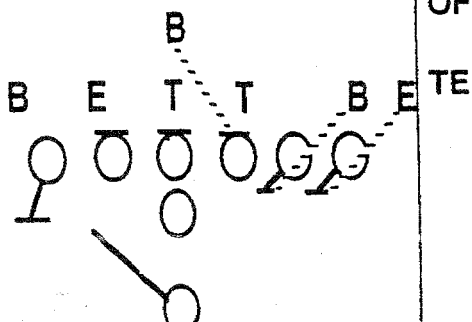


A diagram of a horse race track. The track is a circle with a dashed line indicating the path. There are six horses and jockeys on the track. The horses are labeled with letters: E, T, B, T, B, E. The jockeys are labeled with names: LARRY, B, T, B, E. The track is labeled 'EVEN BRONCO'.



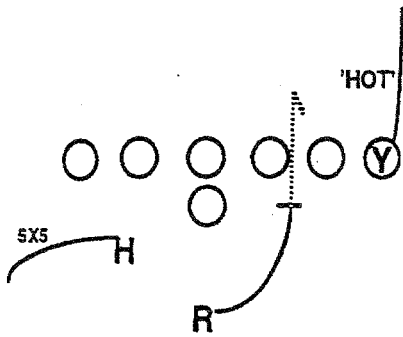
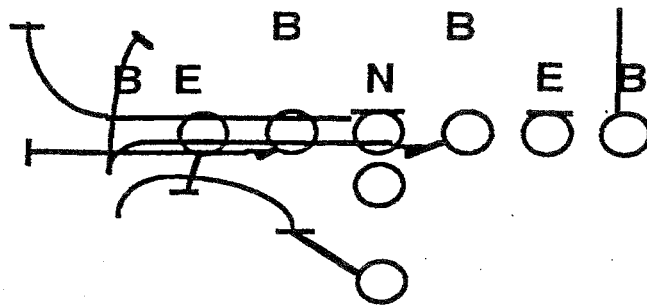
A diagram illustrating a golf swing sequence. It shows a series of positions for a golfer's head and torso, represented by circles. The sequence is labeled with letters: B, E, T, and LARRY. Dotted lines connect the positions, showing the path of the head and torso. A solid line with an arrow indicates the direction of the swing. The sequence starts with 'B' and 'E' on the left, followed by 'T' and 'LARRY' on the right. The positions are arranged in a way that suggests a continuous motion.

## TE

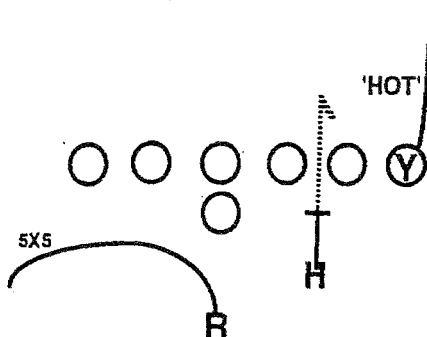


- ## PROTECTION

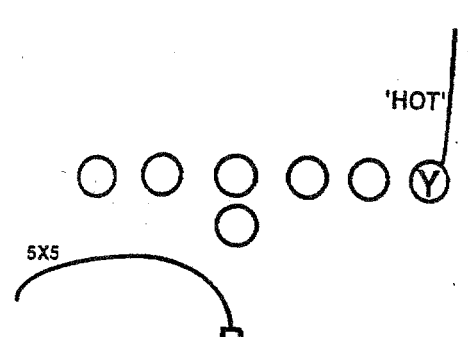
# SCREENS



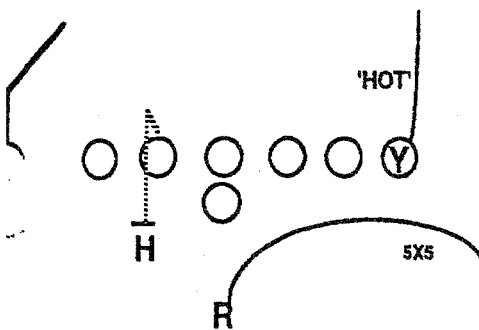
JET RT SCREEN LT (FAR)



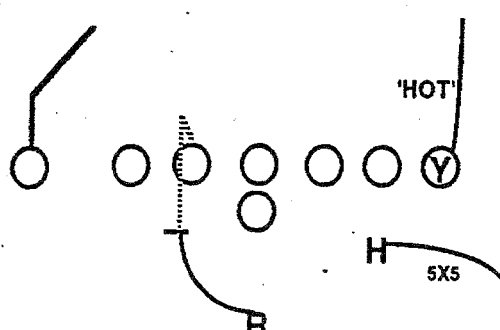
JET RT SCREEN LT (NEAR)



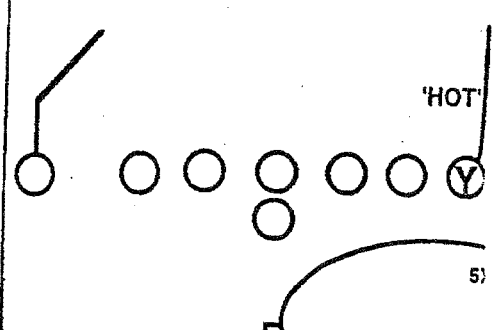
JET RT SCREEN LT (SINGLE BACK)



SCAT RT SCREEN RT (FAR)



SCAT RT SCREEN RT (NEAR)



SCAT RT SCREEN RT (SINGLE BACK)

## SCREENS

### ON TACKLE

-Block Protection Called. Set deep, Man on Out side.

### ON GUARD

-Block Protection Called. Delay 3 counts, block force to first inside defender. Alert vs Man, Block M Backer.

### CENTER

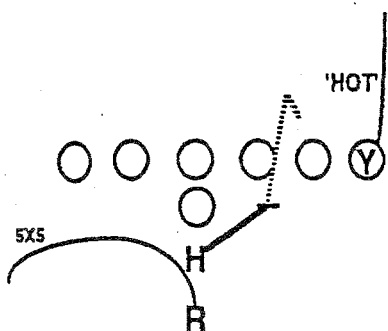
-Block Protection Called. Delay 3 counts, block alley defender. Alert to replace On Guard.

### OFF GUARD

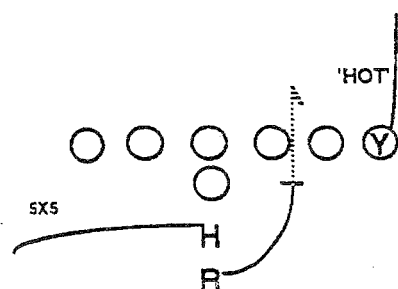
-Block Protection Called. Delay 3 counts. Alert to Peel on any trailer. Alert to replace Frontside Guard or Center. Lead into alley.

### OFF TACKLE

-Block Protection Called.



JET RT SCREEN LT (DOT)

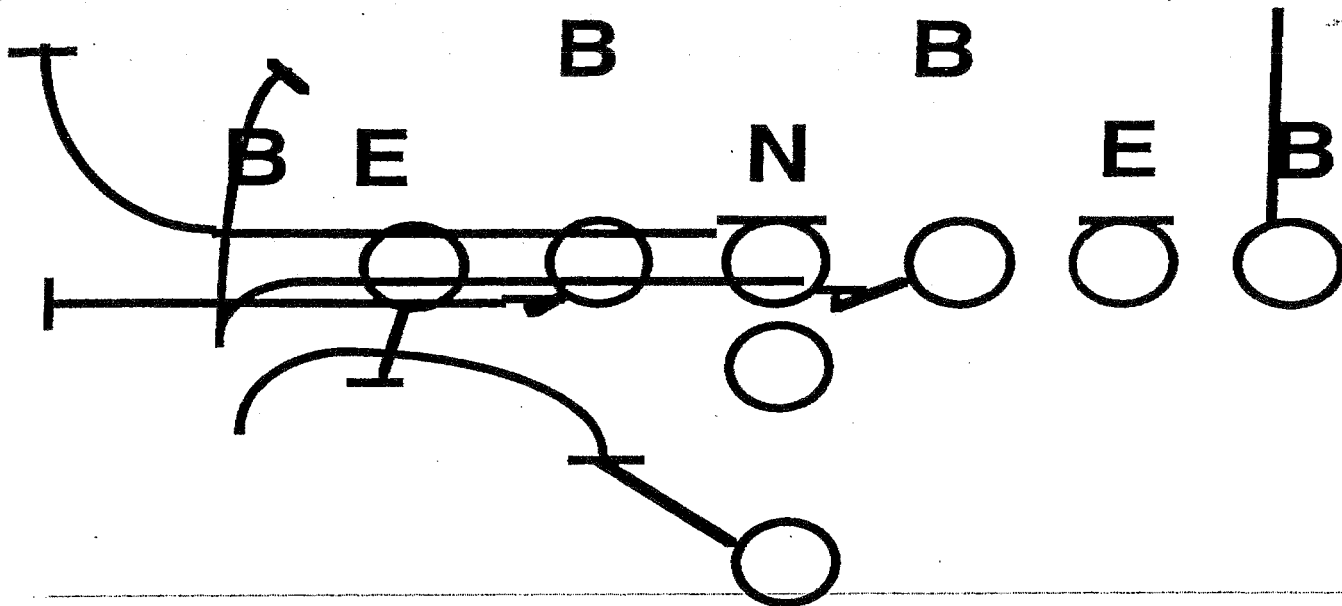


JET RT SCREEN LT TO H (DOT)





## SCREENS



SCREENS

## ON TACKLE

-Block Protection Called. Set deep, Man on Out side.

## ON GUARD

-Block Protection Called. Delay 3 counts, block force to first inside defender. Alert vs Man, Block M Backer.

**CENTER**

-Block Protection Called. Delay 3 counts, block alley defender. Alert to replace On Guard.

OFF GUARD

-Block Protection Called. Delay 3 counts. Alert to Peel on any trailer. Alert to replace Frontside Guard or Center. Lead into alley.

## OFF TACKLE

-Block Protection Called.



## **BASIC PASS INFORMATION**

1. PASS MECHANICS	1-2
2. INDIVIDUAL ROUTE TREE	3
3. SLOT COMBINATIONS	4
4. PROTECTION OUTLINE	5
5. BREAK OFF AND HOT RULES	6
6. BASIC AND BLITZ AUDIBLES	7

# PASS MECHANICS

## Pass System:

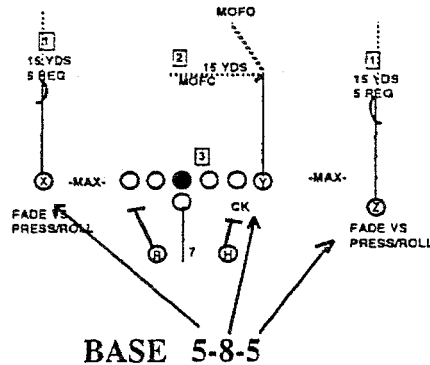
Protection: Base  
 Receivers Route: 585  
 Backs Routes: Double Cross

## Receivers Patterns:

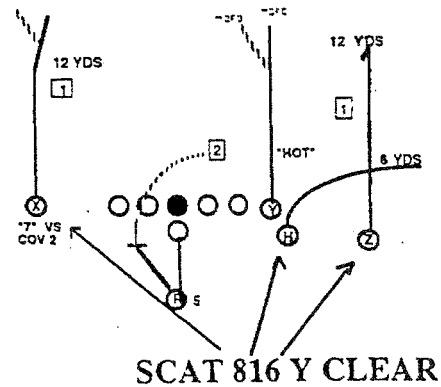
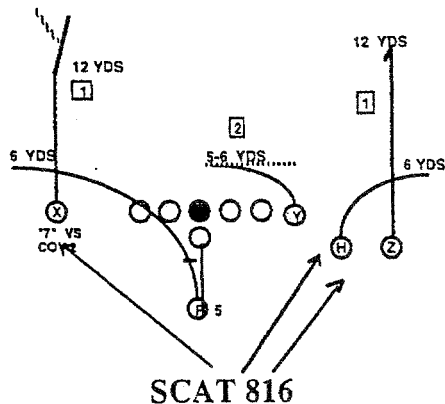
Routes are called by "Number" or by "Name".

3 Digit Routes begin numbering from the "Single" receiver side to the "Two" receiver side:

Example:

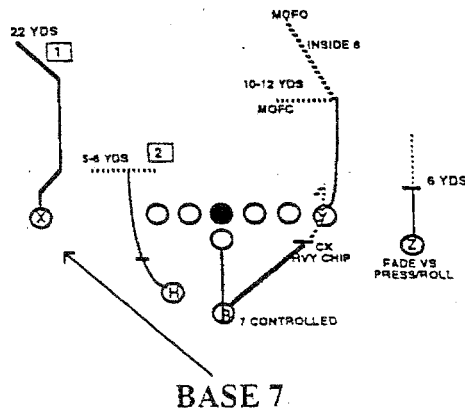


In Scat the "Two" receiver side is usually the "H". Y is either called into the route or must learn by rote memory.

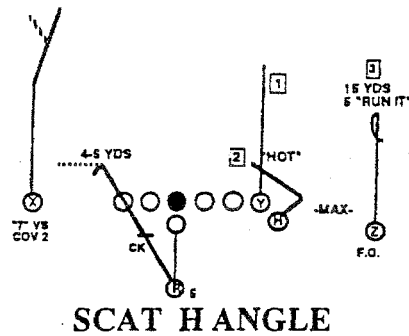


Singal (1) Digit Routes are called to the "Single" receiver side. The backside routes remain the same.

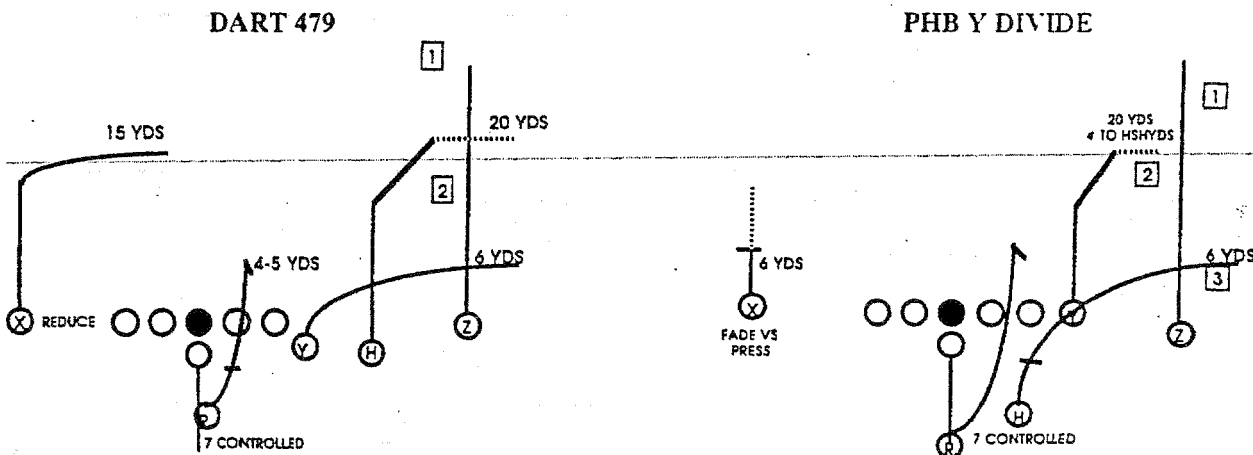
Example:



Example:



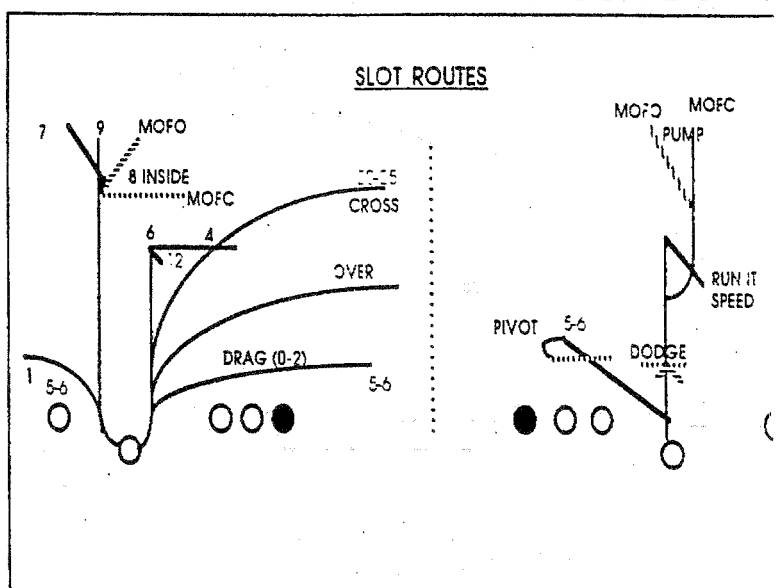
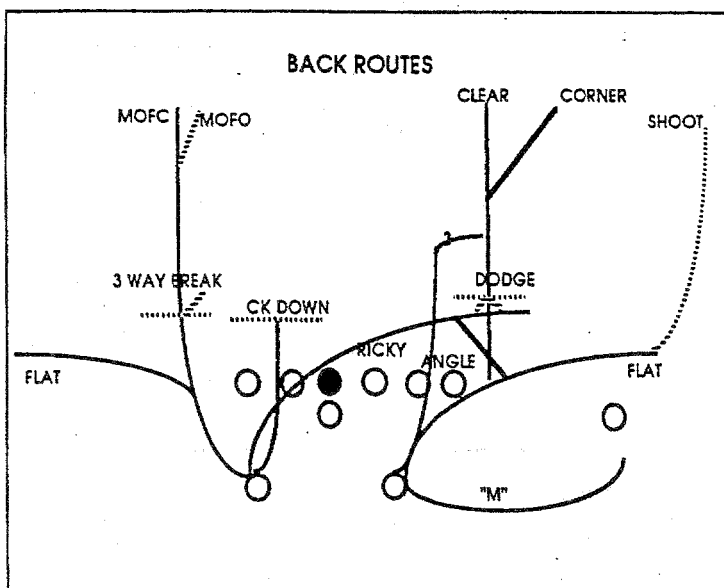
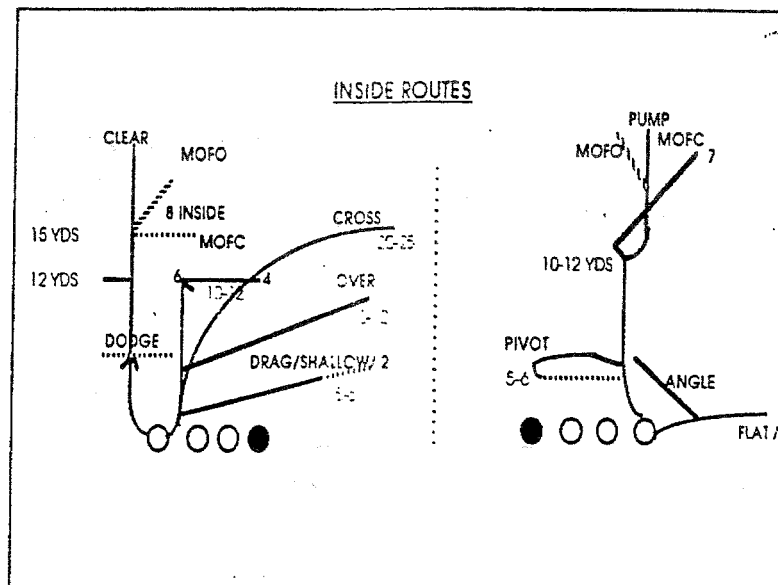
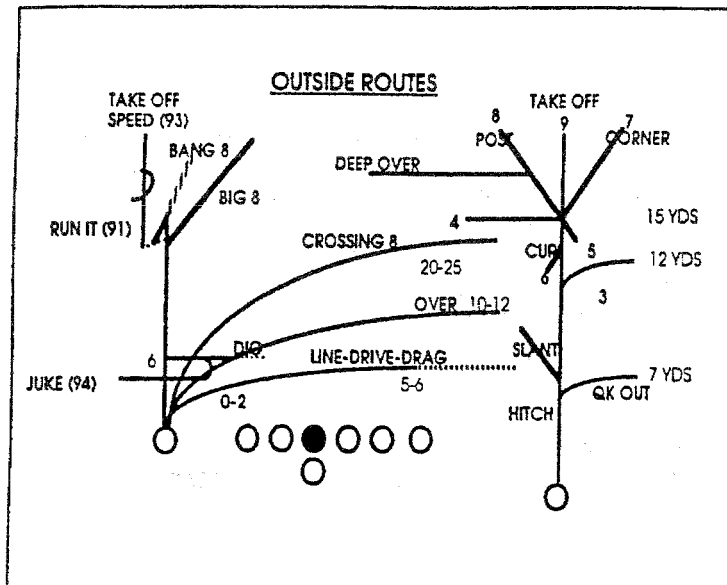
Two receiver combinations from a **slot alignment** can also be determined by combination calls such as the ones on **Page 4**: dig, Giant, Cowboy, Scissors, Stack etc.. Any combination call has a "built in hitch" on the back side if a single wide receiver is present. The same combinations can be called via the numbering system if something other than a hitch is desired:



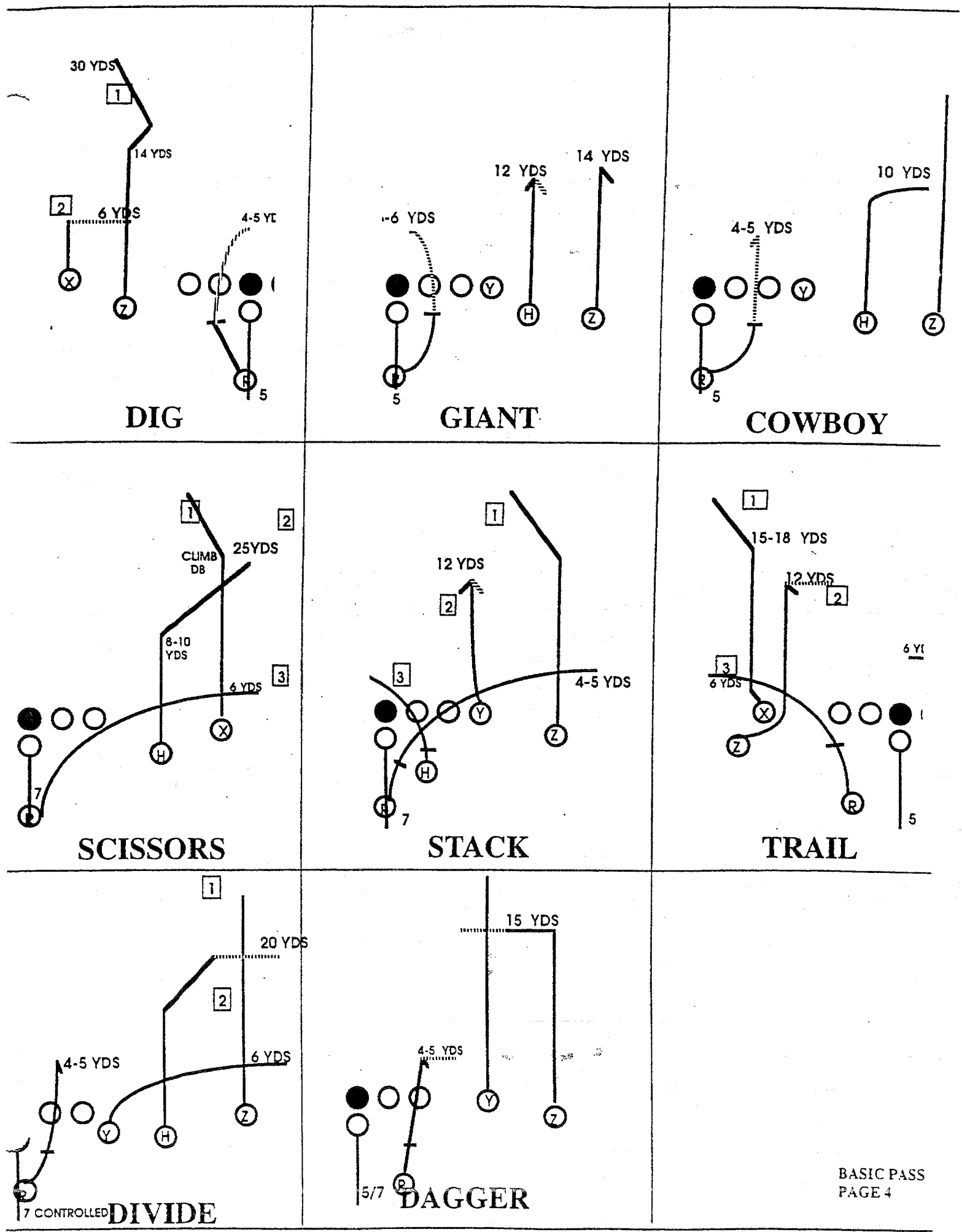
Backs Routes are often dictated by Protections :

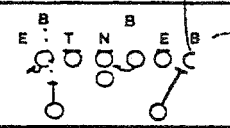
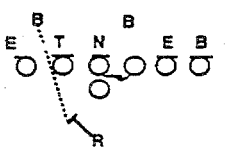
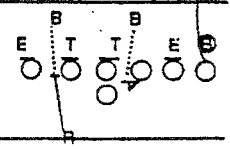
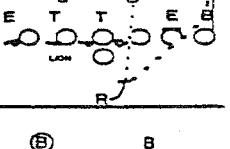
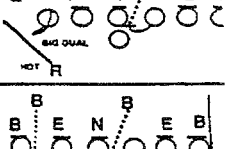
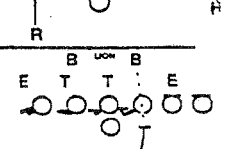
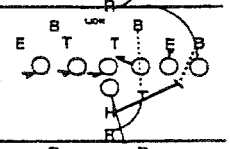
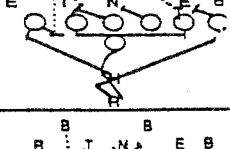
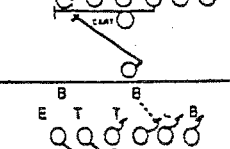
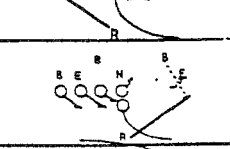
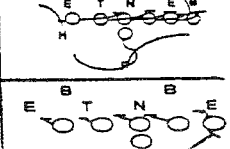
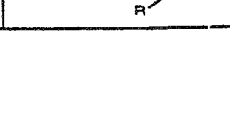
Base	=	Both backs block unless called into route
Hi/Lo	=	R back remains in unless called into route
Scat	=	Play side Back is part of the 3 , 2 or combination side called Weak back blocks unless otherwise instructed.
Jet/Dart	=	Single Back Checks protection then runs a Sit Down.
Scram	=	Single Back Hots to a flat
Flash/		
Lightning	=	Single Back Checks to a flat
Option	=	R check Down.
PHB	=	R check Down, H bocks protection.
Shot	=	R has no protection responsibilities and runs combination called

# INDIVIDUAL ROUTE TREES



# SLOT COMBINATIONS



PROTECTION	#	TYPE	ACTION	HOT	B.O.	REDIR. CENTER	VS UNDER
<b>BASE</b>	7	Man	Drop Back Split Flow	none	#8 str/wk	4 man side Call side	
<b>HI - LOW</b>	7	Man	Drop Back WK Flow	none	#8 str/wk	4 man side Call side	
<b>SCAT</b>	6	Man	Drop Back Split Flow	#3/4 Strong	#8 str/wk	Call side R/L 4 man wk	
<b>JET (DART)</b>	6	Turn Back	Drop Back Strong Flow	#3/4 Strong	wk #4	none	
<b>SCRAM</b>	7	Man	Drop Back Wk Flow	#3/4 Weak	none	Center always weak	
<b>FLASH-LIGHTNING</b>	8	Man	Drop Back Wk Flow	none	none	Center always weak	
<b>OPTION (QK OPTION))</b>	7	Turn Back	Play Action	none	wk #4	none	
<b>PASS H.B. (PASS F.B)</b>	7	Turn Back	Play Action	none	wk #4	none	
<b>RUN PASS COUNTER</b>	7	Man	Play Action	none	wk #4	none	
<b>FAKE TRAP</b>	7	Man	Play Action	none	Str. S	none	
<b>SPEED</b>	7	Gap	Action Pass	none	Str. S	none	
<b>SPRINT</b>	7	Gap	Action Pass	none	WK SAF.	none	
<b>WAGGLE</b>	6	Turn Back	Action Pass	none	Str. S	none	
<b>RIP-LIZ</b>	6	Gap	Drop Back	none	none	none	



# BREAK OFFS AND HOT RULES

## BREAK OFFS (B.O.)

- 1) A Break Off is a Basic Sight Adjust (BSA) used by a wide or slot receiver and the QB to handle an unaccounted for **Blitzer** (usually #4 wk).
- 2) B.O. are determined by the Quarterback and alerted to the WR by a "Bandit" or "Fist" Call.
  - A) A "**Bandit**" call is used to handle a normal "outside" extra defender Strong or Weak. The B.O. will be a Slant unless otherwise determined by the game plan.
  - B) A "**Fist**" call is used to identify an "inside" extra defender. This too will be a Slant unless otherwise determined by the game plan.
- 3) If a B.O. is needed in a slot formation the two receivers will use a **Detroit** combination with the outside receiver running a Slant and the inside receiver running a flat.

## HOTS

- 1) "Hots" are used to adjust to a rush defender who would otherwise be handled by a 7 man protection scheme.
- 2) Each protection and/or route may carry with it a special "Hot".
- 3) Any route that has a "**built in flat**" will always be part of the "Hot" system.

<u>PROTECTION</u>	<u>HOTS</u>	<u>BREAK OFFS</u>
BASE	NONE	YES
HI/LO	NONE	YES
SCAT	STR H/Y	WEAK
JET-Dart	STRONG	WEAK
SCRAM	WEAK R/H	NONE
FLASH/LIGHT	NONE	NONE
OPTION	NONE	WEAK
PHB	NONE	WEAK
SPEED	NONE	PLAYSIDE #2
RIP/LIZ	NONE	NONE

# BASE AUDIBLES/BLITZ AUDIBLES

## BASE AUDIBLE PACKAGE (B.A.P)

- 1) There are certain passes that are so basic to what we do that we must be capable of going to them at any time.

SCAT DODGE: SCAT DBL DODGE  
SCAT DBL: SCAT DBL PUMP  
SCRAM 5: SCRAM 5 WITH H ON A DODGE

SILVER 81-91: SPEED 'RUN IT'  
SILVER 84-94: SPEED 'JUKE'

GOLD 89/99: SPRINT 19

RED/BLUE OR RIP/LIZ WITH CORRESPONDING QUICK COMBINATIONS:

HOUSTON: QK HITCH  
ORLANDO: QK OUTS  
DETROIT: QK SLANTS

SLOT COMBINATIONS WITH CORRESPONDING PROTECTIONS:

OPTION DIG FROM (3) TRAIN  
HI/LO GIANT FROM (3) DBL  
HOUND DIVIDE FROM (R) FAR SLOT

- 2) These are also a basis from which we will begin our Two (2) minute procedure.
- 3) We will try and code word (*Alert, Listen*, etc...) the likelihood of going to these whenever possible.

## BLITZ AUDIBLE

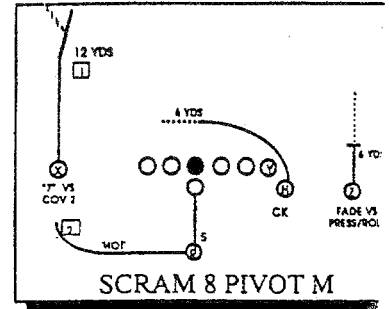
- 1) The base audible passes listed above will usually handle most "Blitz" situations we will face. However, in the event that we feel we need to get to our **7 or 8 man protections** we will use the following process:

FLASH/LIGHTNING (must be in some type of Trips alignment)  
DIG -GIANT-COWBOY-DANCER (989)

HI/LO (for use in Double)  
DIG -GIANT-COWBOY-DANCER (989)

OPTION (for use in Train)  
DIG -GIANT-COWBOY-DANCER (989)

1. <u>INDIVIDUALS</u>	1
2. <u>HORIZONTALS</u>	
816-316-416	2
6 PIVOT (M)	3
3. <u>ISOLATION</u>	
ANGLES (DRAG)	4
DODGE	5
DBL DODGE	5
FORD/CHEVY	6
4. <u>VERTICALS</u>	
DBL PUMP-495-ZIPPER	7
585	8
989	9
5. <u>3 LEVEL THROWS</u>	
DIVIDE	10
WILLIE-WACO	11
X DEEP OVER	12
<hr/>	
6. <u>"GO" ROUTES</u>	
FLAT- Z STAR-OKLA <sub>(STR)</sub>	13
TD -X STAR- OKLA <sub>(WK)</sub>	14
DIG	15
7. <u>"SLOT" ROUTES</u>	
44/48 (STACK)	16
88 (DOUBLE POST)	17
8. <u>DRAG ROUTES</u>	
DRIVE-LINE	18
084-7-8 - 067-9	19
9. <u>HITCH / OUTS</u>	20
HOUSTON-ORLANDO	
DALLAS-CINCY	
10. <u>SLANT-FLAT</u>	21
DETROIT	
DENVER	
11. <u>DOUBLE SLANTS</u>	22
SEATTLE	
SHAKE	
SLUGO	
12. <u>QUICK SPEED/SPRINT</u>	23



18 YDS  
5 RUN IT

2

5-6 YDS  
INCOMPLETE

1

"HOT"

MAX

F.O.

C

TE

5

DBL

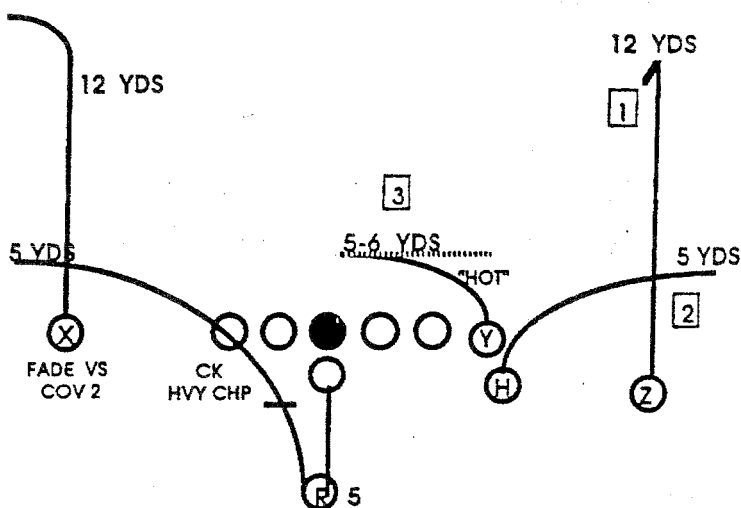
6 YDS

2

FADE VS  
PRESS/ROLL

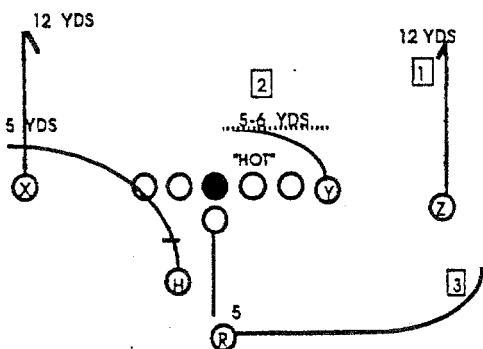
SCRAM 5

PASS: SCAT 316 (816) (416)- Y CLEAR - RM PROTECTIONS: SCAT-JET-DART-OPTION

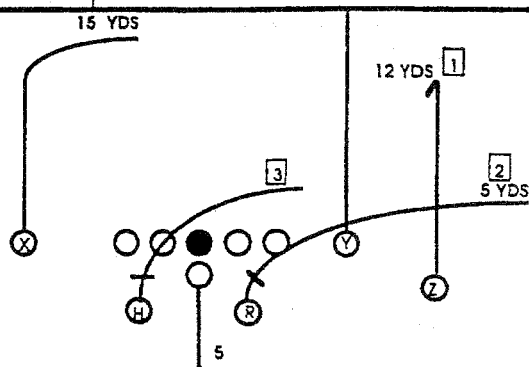


SCAT 316 (T) (3) TRIPS VAR

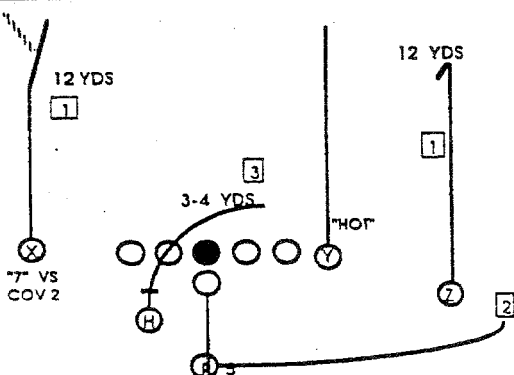
REC	ROUTE	QB NOTES:	COMMENTS:
X	3	1. 5 STEP DROP 2. FIND CONTROL DEFENDER 3. <u>M</u> MUST BE ACCURATE 4. DON'T FORGET PIVOT 5. IF YOU GO TO "3": KNOW SOMETHING	1. "6" MUST GET GOOD BURST 2. PIVOT BE PATIENT BUT ACTIVE
Y	PIVOT		
Z	REG 6		
R	CK FLAT (HVY CHIP)		
H	FLAT		
TYPE	HORIZONTAL		



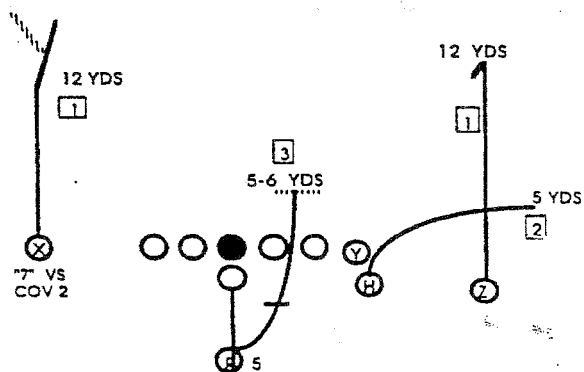
SCAT 616 RM (R) (T) FAR



BASE 416 Y CLEAR (R) (E) CHANGE

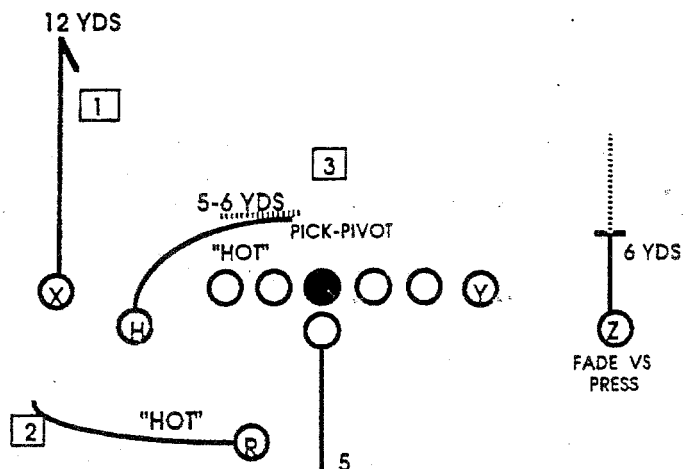


SCAT 816 Y CLEAR RM (T) (3) TRIPS VAR

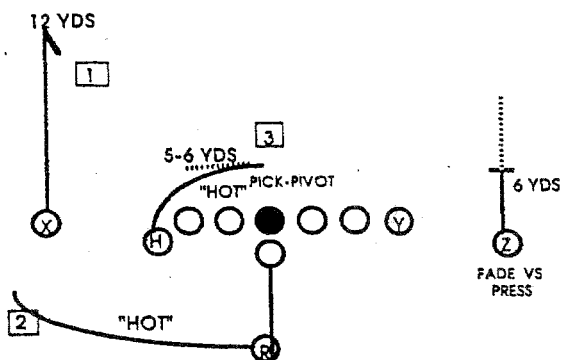


OPTION 816 (T) (3) TRIPS VAR

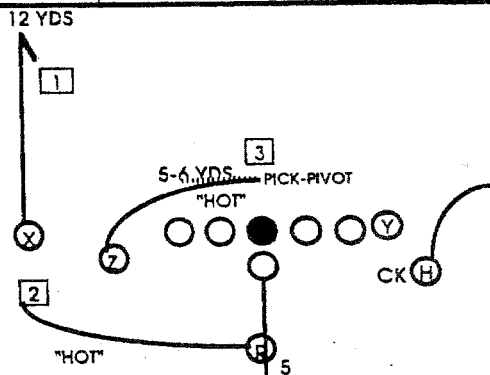
SCRAM-H/L "HOT"-JET



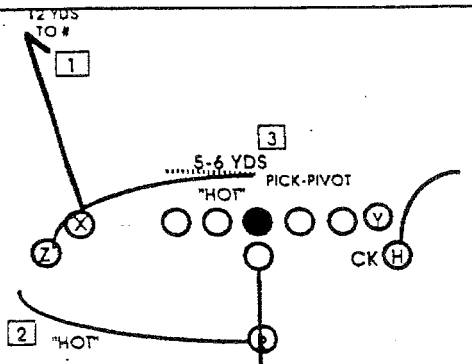
REC	ROUTE	QB NOTES:	COMMENTS:
X	REG 6	1. 5 STEP DROP	1."6" MUST GET GOOD BURST
Y	BLOCK	2. FIND CONTROL DEFENDER	2. PIVOT BE PATIENT BUT ACTIVE
Z	HITCH	3. M MUST BE ACCURATE	
R	M	4. DON'T FORGET PIVOT	
H	PIVOT	5. DON'T PASS UP A PROFIT (HITCH)	
TYPE	HORIZONTAL		



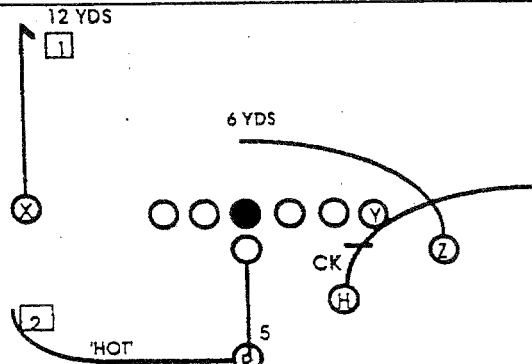
H/L "HOT" 6 PIVOT M (T) SPREAD



SCRAM 6 PIVOT M (3) (T) TWIN

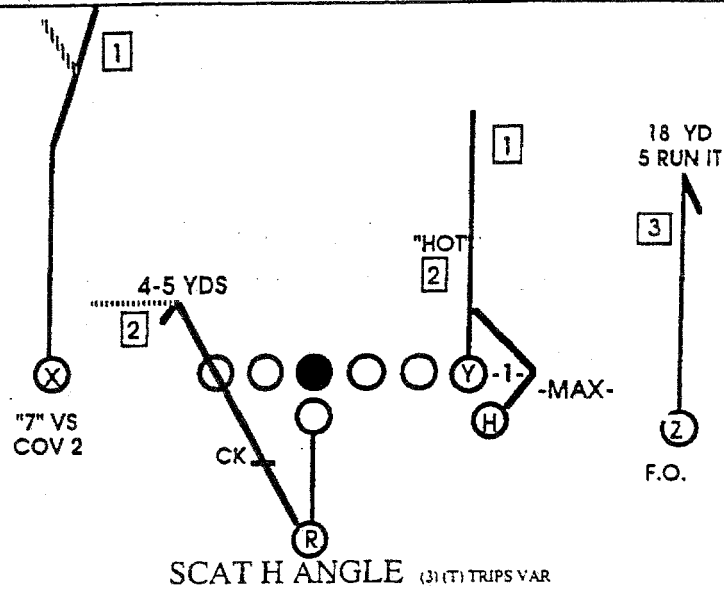


SCRAM 6 PIVOT M (TR) VICE

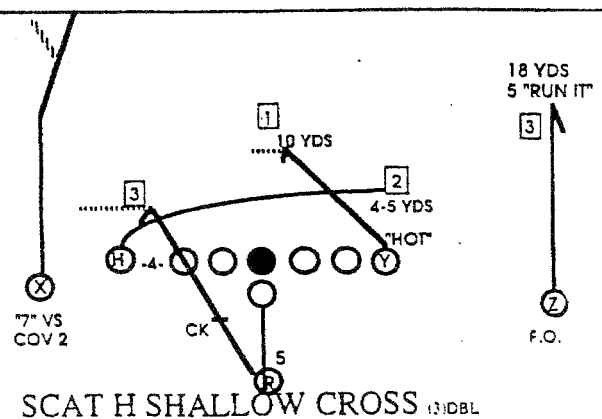
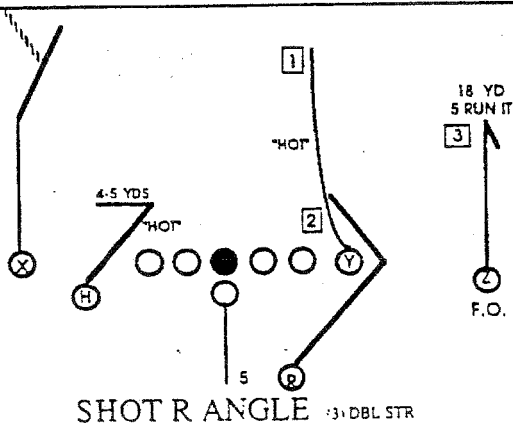
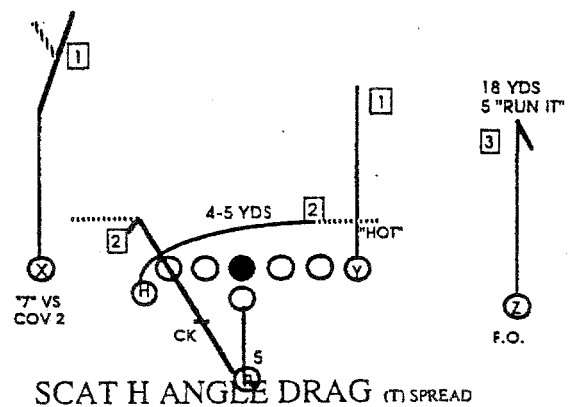
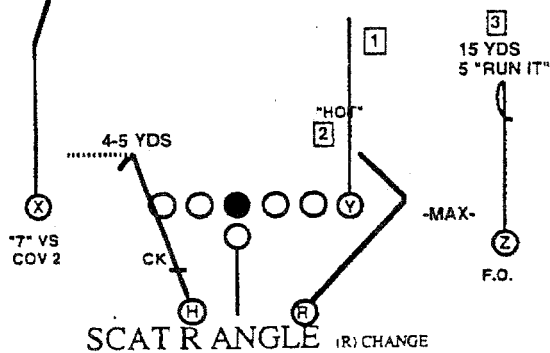


SCRAM 6 Z PIVOT M IR) NEAR ZIP

**PROTECTIONS: SCAT**



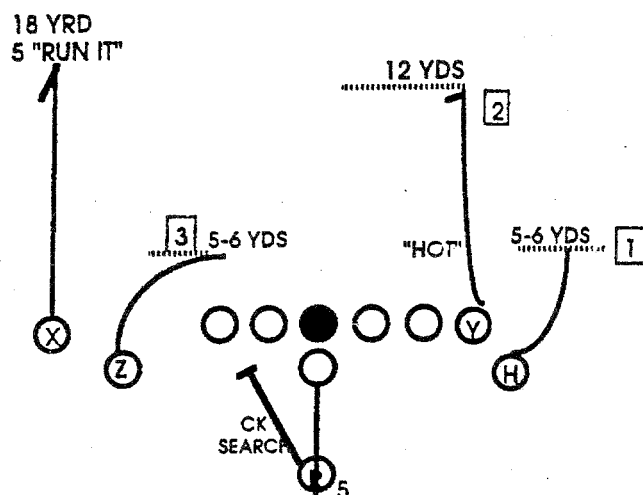
REC	ROUTE	QB NOTES:	COMMENTS:
X	BANG "8"	1. 5 STEP DROP	1. ANGLE MUST BE PRECISE
Y	CLEAR SEAM	2. TRUE SCAT PROTECTION	2. R MUST GET WIDTH
Z	5 "RUN IT"	3. MUST BE ACCURATE	3. Z MUST NOT GET LAZY
R	CK DOWN	4. DON'T FORGET R	4. DRAGS MUST HAVE EYE CONTACT
H	ANGLE	5. MUST KNOW HOTS	WITH QB
TYPE	ISOLATION	6. BANG "8" MUST BE A PRE-SNAP DECISION. "KNOW SOMETHING"	





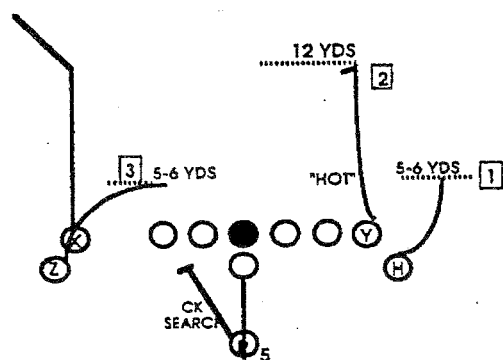
The diagram illustrates a football play named "OPTION GIANT". It shows a line of scrimmage with several players represented by circles. A center (black circle) is flanked by guards (white circles). To the left, a fullback (circle with an 'X') is positioned 6 yards behind the line of scrimmage, with the instruction "FADE VS PRESS" below it. A running back (circle with a '1') is positioned directly behind the center. A dashed line indicates a potential path for the running back, labeled "5-6 YDS". To the right of the center, a wide receiver (circle with a 'Y') is positioned. Further to the right, a tight end (circle with an 'H') is positioned 12 yards from the line of scrimmage. On the far right, another player (circle with a 'Z') is positioned 14 yards from the line of scrimmage. The text "OPTION GIANT" is written at the bottom, followed by ".31 TRAIN".



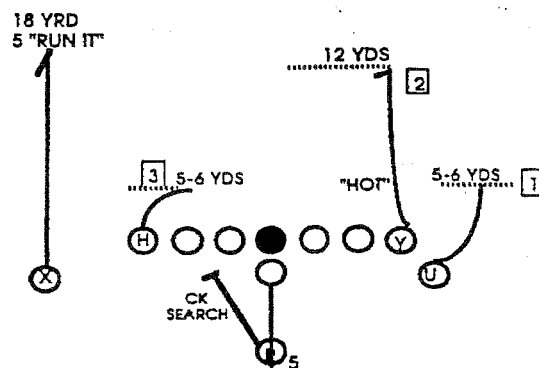


SCAT FORD (3) (T) TWIN

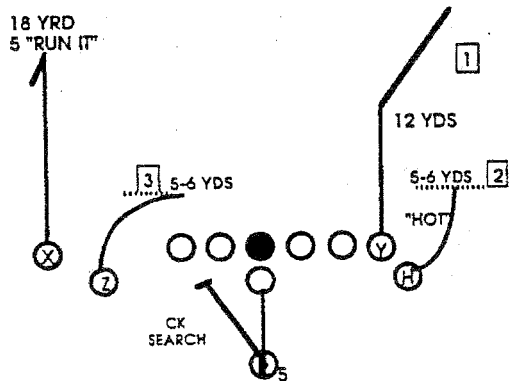
REC	ROUTE	QB NOTES:	COMMENTS:
X	5 "RUN IT"	1. 5 STEP DROP 2. SAME READS AS DODGE 3. DON'T FORGET THE "SIT DOWN" 4. MUST BE PRECISE	1. DODGE MUST BE DECISIVE 2. INSIDE 6 MUST FIND WINDOW 3. "SIT DOWN" BE PATIENT AND ALERT 4. POST CONVERTS TO "7" VS 2
Y	INSIDE 6		
Z	DODGE		
R	BLOCK		
H	DODGE		
TYPE	ISOLATION		



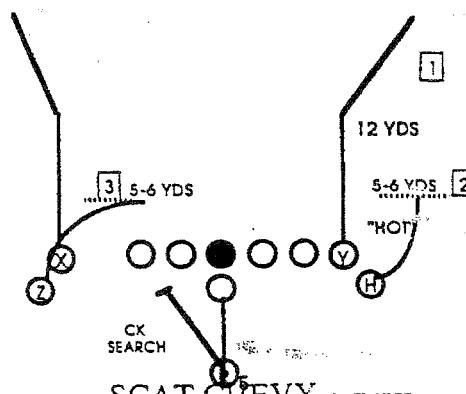
SCAT FORD (3) (T) VICE



SCAT FORD (H) SQZ



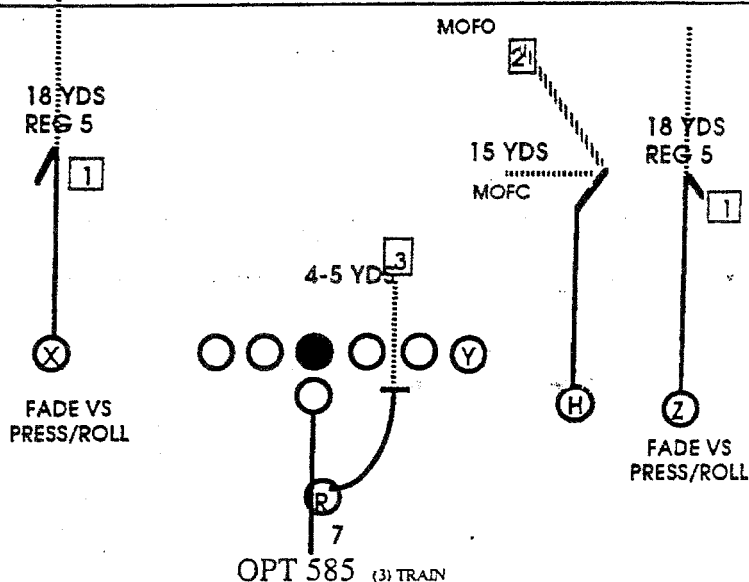
SCAT CHEVY (3) (T) TWIN



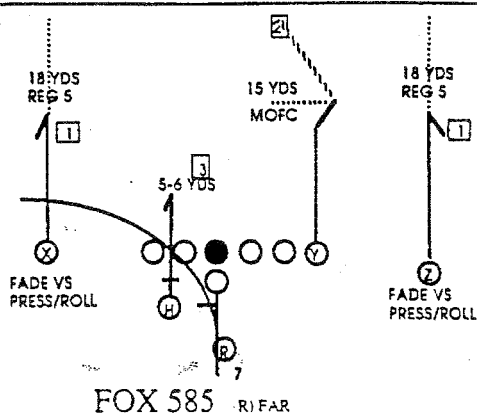
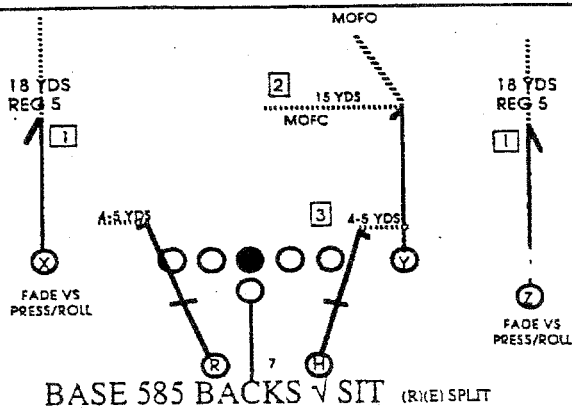
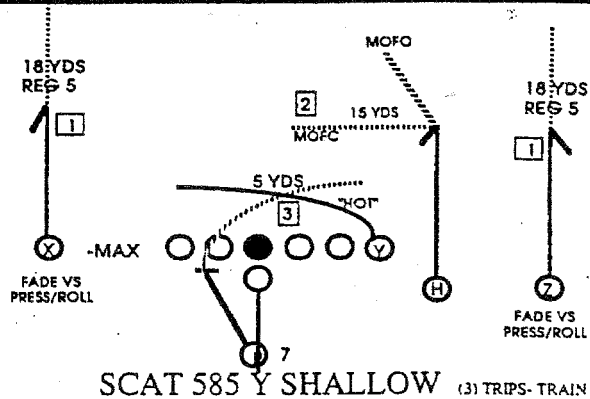
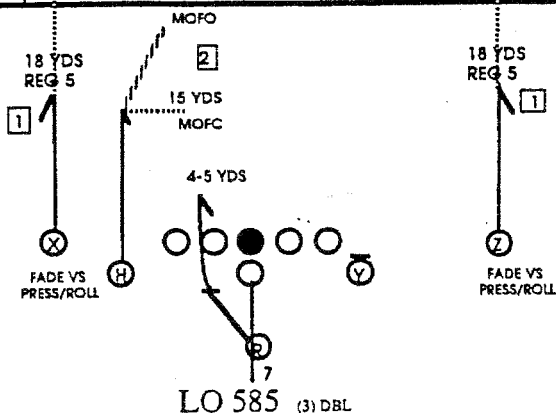
SCAT CHEVY (3) (T) VICE

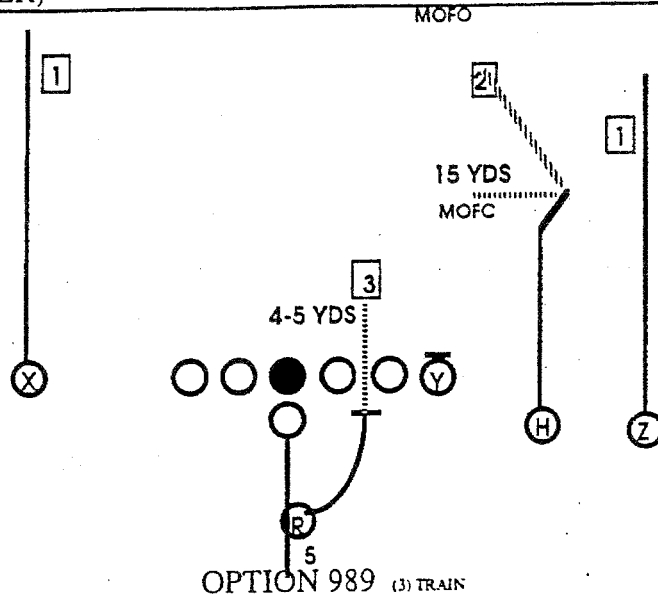
**PROTECTIONS: SCAT**

[illegible]



REC	ROUTE	QB NOTES:	COMMENTS:
X	REG "5"	1.7 STEP DROP 2. WILL USUALLY CALL A BACK INTO ROUTE (DELAY-FLAT) 3. WORK INSIDE 8 VS 2 - 5's VS OFF	1. INSIDE 8 MUST NOT GET JAMMED 2. 5's MUST WIN ON THE OUTSIDE 3. BACK'S WILL USUALLY GET CALLED INTO ROUTE
Y	BLOCK		
Z	REG "5"		
R	CK DOWN		
H	INSIDE 8		
TYPE	VERTICAL		

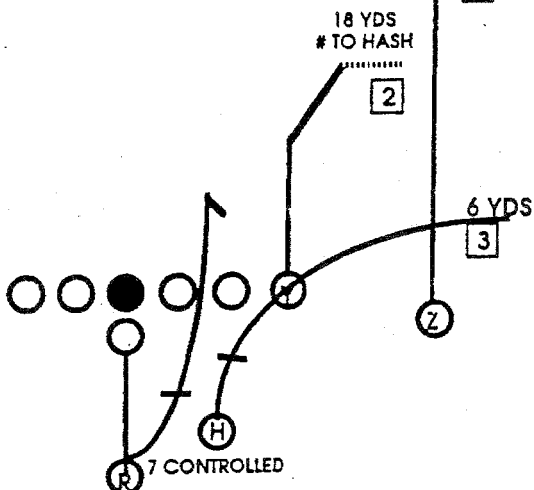




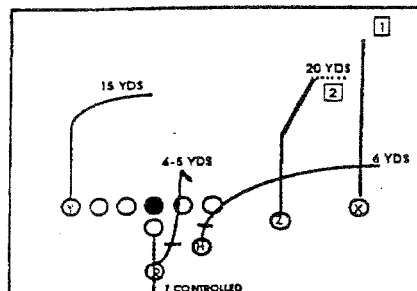
PASS: DIVIDE (479-079)

PROTECTIONS: SCAT - BASE-H/L-DART

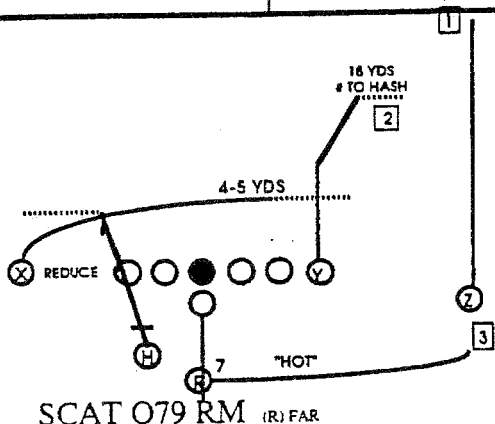
6 YDS  
FADE VS  
PRESS



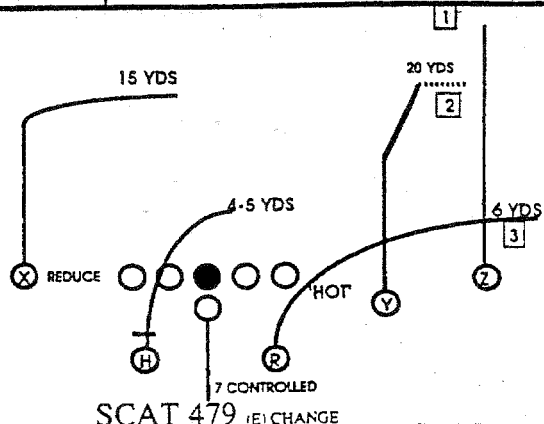
PHB 'HOUND' Y DIVIDE (R) NEAR



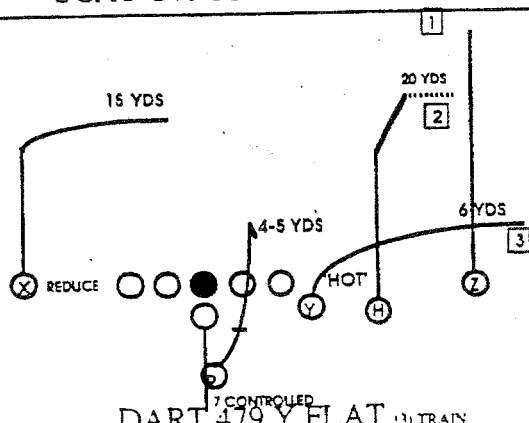
REC	ROUTE	QB NOTES:	COMMENTS:
X	HITCH	1.7 STEP DROP 2. SOLID FAKE 3. BE ALERT FOR CORNER FALLING BACK TO DIVIDE	1. DIVIDE MUST GET DEPTH 2. R MUST HAVE GOOD PLAY FAKE 3. R DONT KNOCK OFF OL ON WAY OUT
Y	DIVIDE		
Z	CLEAR		
R	√ SIT		
H	CK FLAT		
TYPE	3 LEVEL THROW		



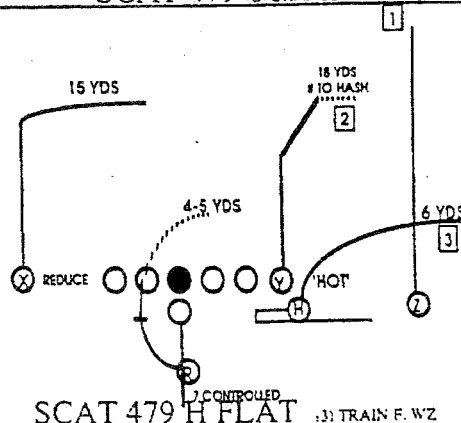
SCAT 079 RM (R) FAR



SCAT 479 (E) CHANGE



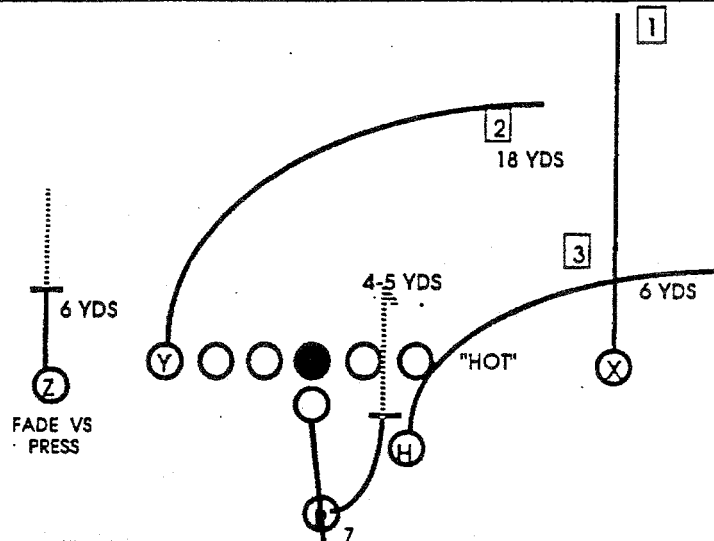
DART 479 Y FLAT (3) TRAIN



SCAT 479 H FLAT (3) TRAIN F. WZ

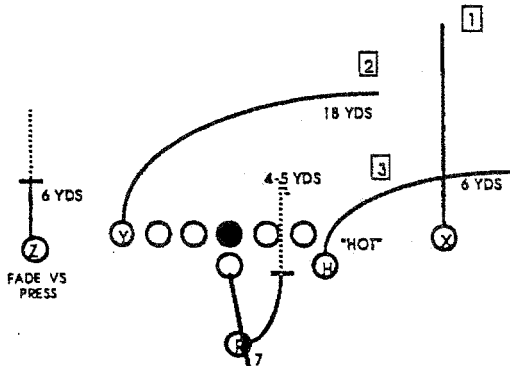
PASS: WILLIE-WACO

PROTECTIONS: H/L-BASE-JET-DART-OPTION

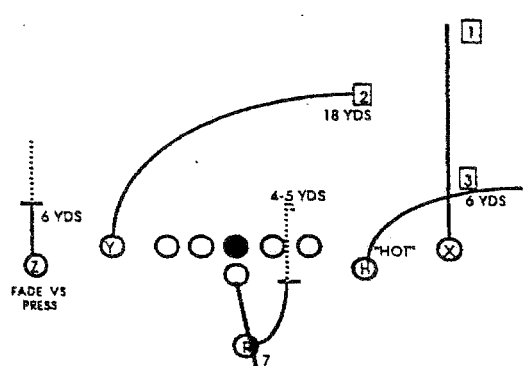


DART WILLIE (R) FAR

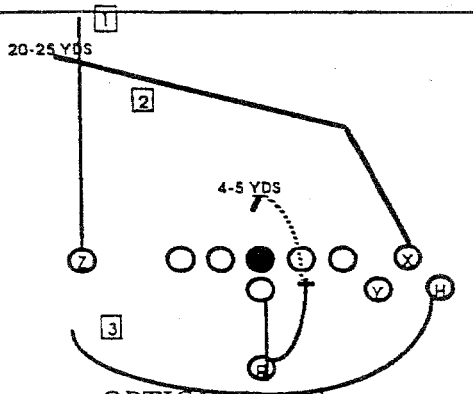
REC	ROUTE	QB NOTES:	COMMENTS:
X	GO	1. 7 STEP DROP 2. SOLID PLAY FAKE 3. BE ALERT FOR WK CORNER FALLING BACK TO CROSS	1. CROSS MUST GAIN GROUND 2. R MUST HAVE GOOD PLAY FAKE 3. R DONT KNOCK OFF OL ON WAY OUT
Y	CROSS		
Z	POST		
R	√ DOWN		
H	FLAT		
TYPE	3 LEVEL THROW		



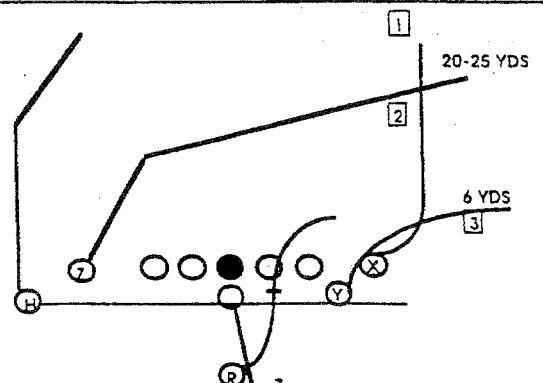
DART WILLIE (T) SPRD



DART WILLIE (4) ROCKET

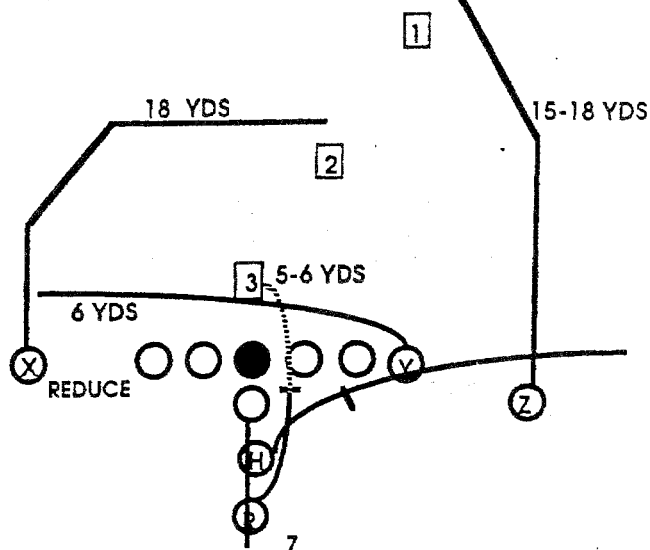


OPTION WACO (3) BUNCH OVER



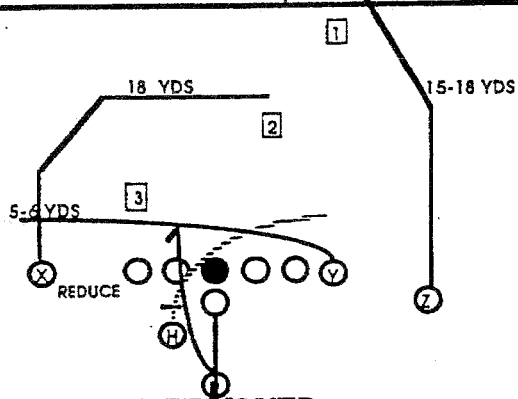
DART SAMMY (3) BUNCH W2

**PROTECTIONS:** PHB-FOX-BASE-SCAT-R.P.

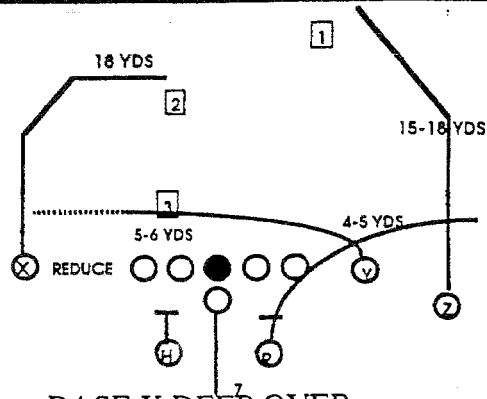


PHB 'HOUND' X DEEP OVER (R) DOT

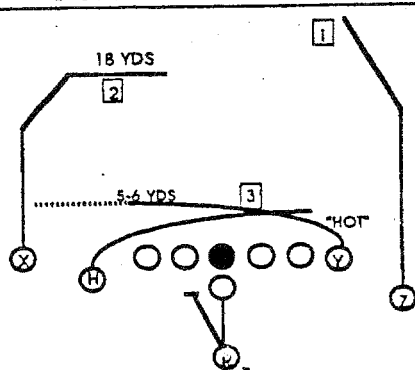
REC	ROUTE	QB NOTES:	COMMENTS:
X	DEEP OVER	1. SOLID PLAY FAKE	1. X REDUCE SPLIT DOWN
Y	SHALLOW	2. 3 LEVEL READ	2. Z (POST) DOES NOT CONVERT
Z	'BIG' 8	3. IF MIDDLE SAF. LEVELS LOOK KEEP BALL DEEP AND DOWN	3. Y MUST NOT STOP
R	CK DOWN	THE MIDDLE	4. ✓ DOWN GET INTO VISION OF THE QB.
H	CK FLAT	4. ✓ DOWN AND SHALLOW ARE EXCELLET DROP OFFS	
TYPE	3 LEVEL THROW		



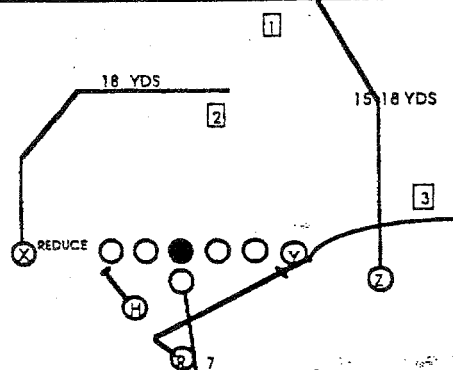
FOX X DEEP OVER (R) FAR



BASE X DEEP OVER (E)(R) CHANGE

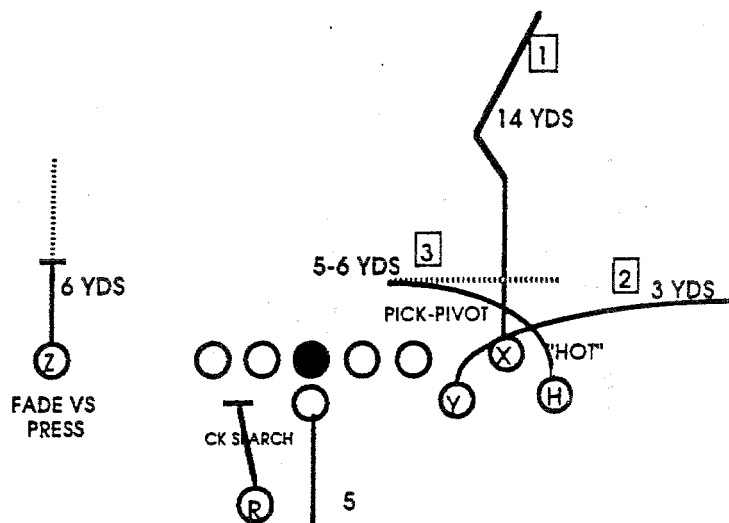


SCAT X DEEP OVER Y SHALLOW (3) DBL



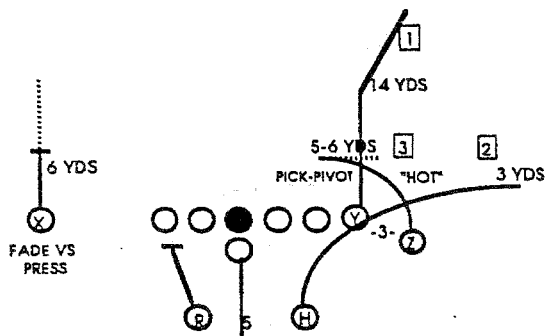
R.P. X DEEP OVER (R) FAR

PASS: FLAT - Z STAR-OKLAHOMA (STR) PROTECTIONS: SCAT

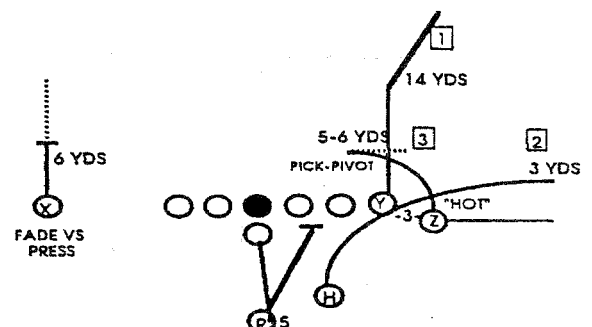


SCAT Y FLAT (3) BUNCH

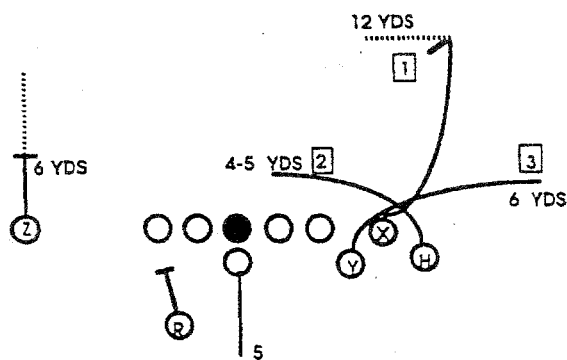
REC	ROUTE	QB NOTES:	COMMENTS:
X	HITCH	1. 5 STEP DROP	1. R CAN BE RUN FROM "T" AND "Q" 2. "7" CAN NOT GET JAMED 3. PIVOT NEEDS TO GET EYE CONTACT WITH QB.
Y	FLAT	2. PIVOT IS HOT	
Z	PIVOT	3. MAY HAVE TO BUY SOME TIME WITH YOUR DROP	
R	BLOCK	4. Z IS A PRE SNAP DECISION	
H	"7"	5. STRONG VERSION OF SCRAM TD	
TYPE	"GO" PACKAGE		



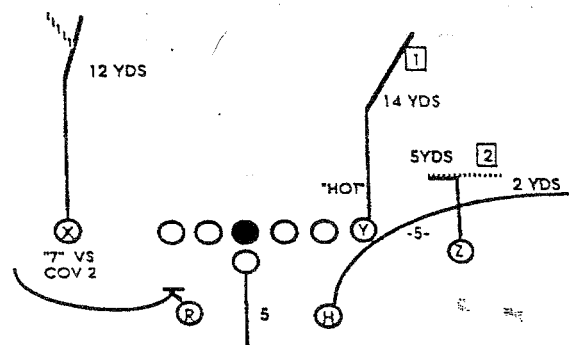
SCAT H FLAT (R) SPLIT ZIP



SCAT H FLAT (R) NEAR ZIP

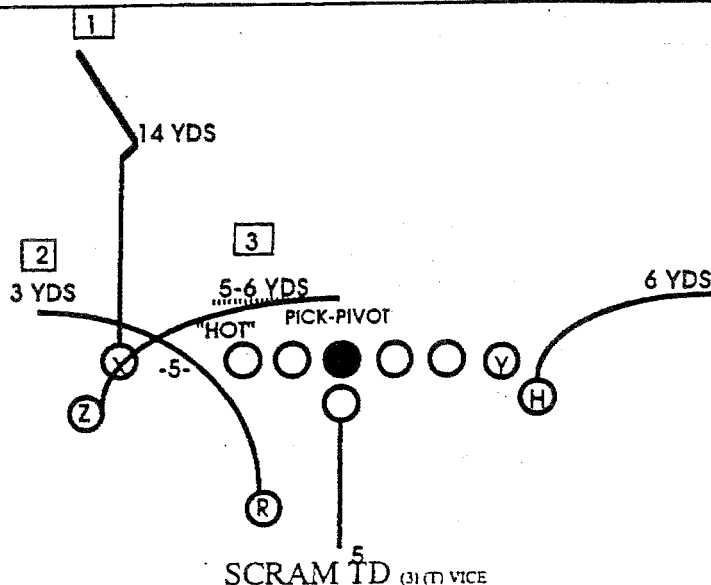


SCAT OKLAHOMA (3) BUNCH

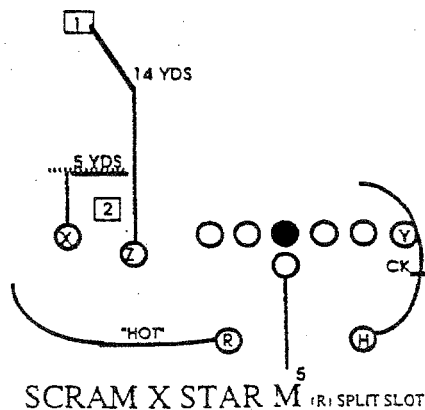
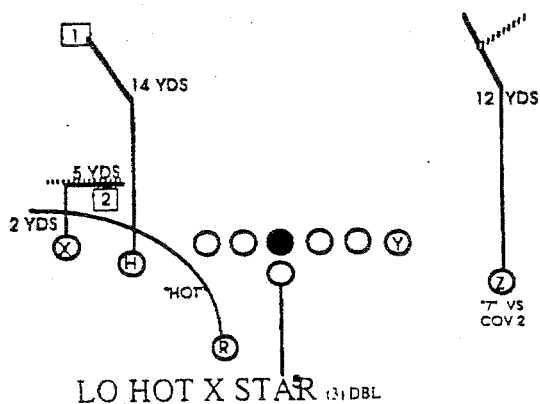
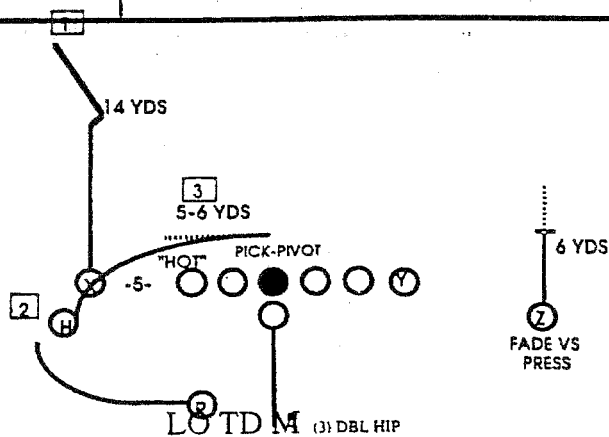
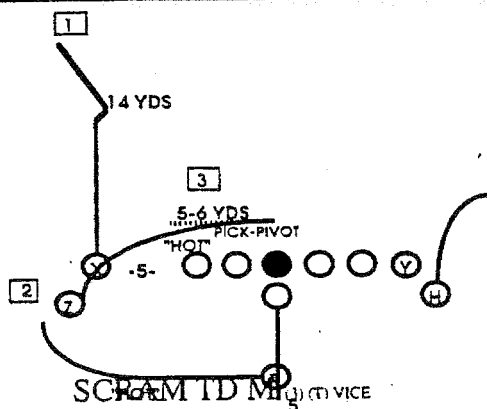


SCAT Z STAR (R) SPLIT

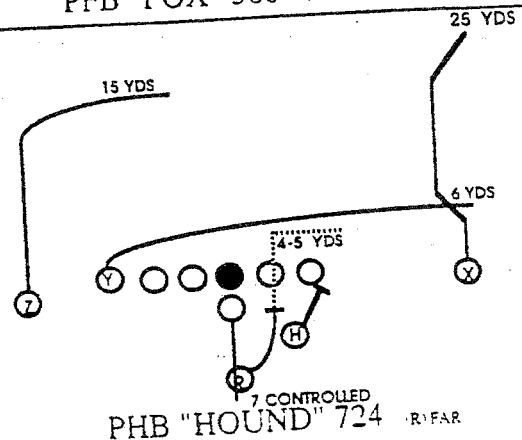
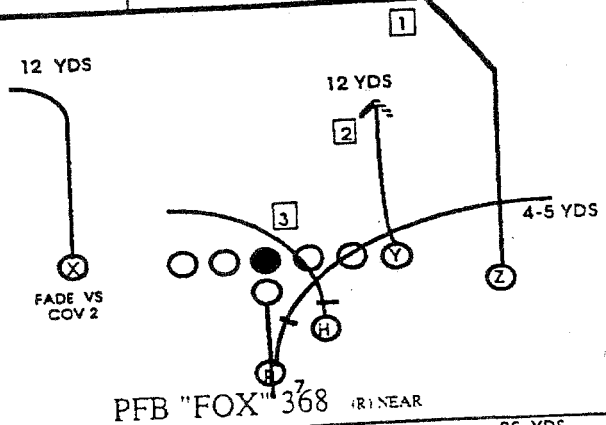
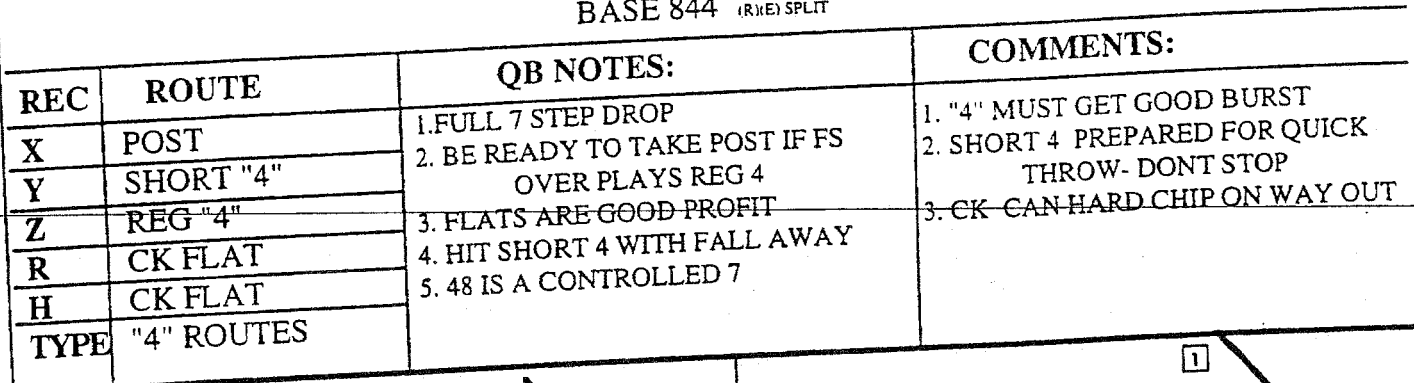




REC	ROUTE	QB NOTES:	COMMENTS:
X	"7"	1. 5 STEP DROP	1. R CAN BE RUN FROM "T" AND "Q"
Y	BLOCK	2. PIVOT IS HOT ON SCRAM	2. "7" CAN NOT GET JAMED
Z	PIVOT	3. MAY HAVE TO BUY SOME TIME WITH YOUR DROP	3. PIVOT NEEDS TO GET EYE CONTACT WITH QB.
R	FLAT	4. H IS A GOOD BAIL OUT THROW	
H	CK PEEL	5. WK VERSION OF Y FLAT	
TYPE	"GO" PACKAGE		

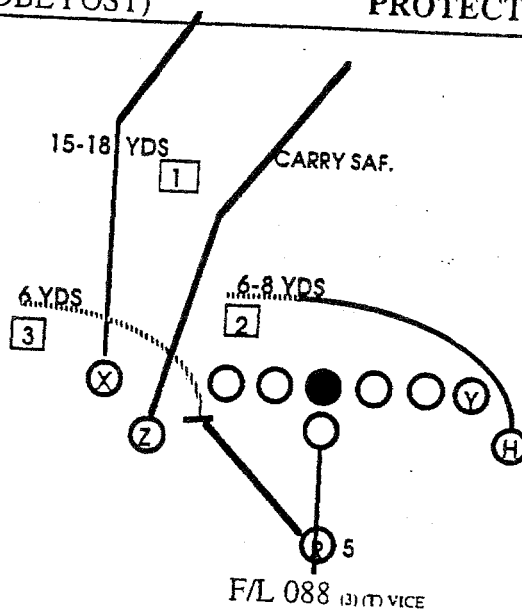


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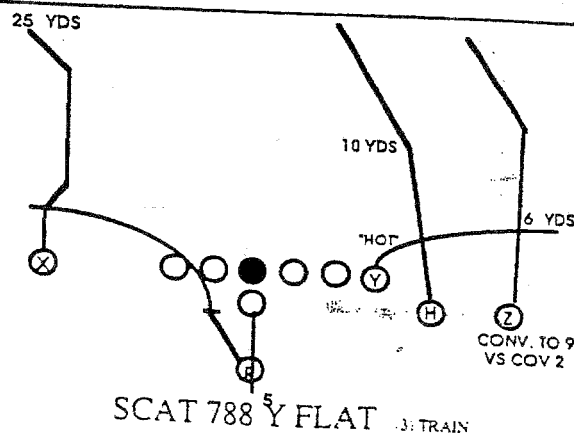
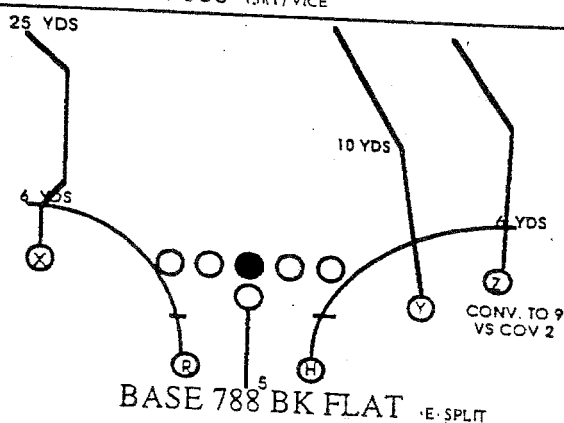
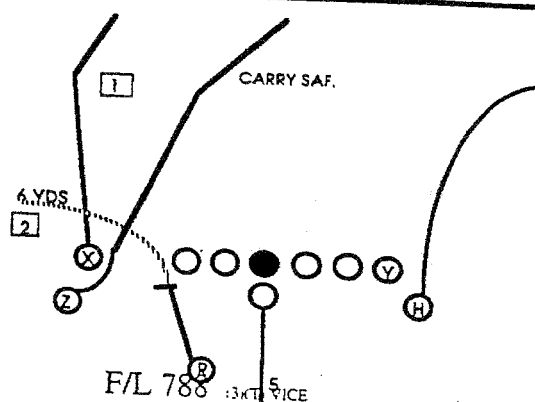
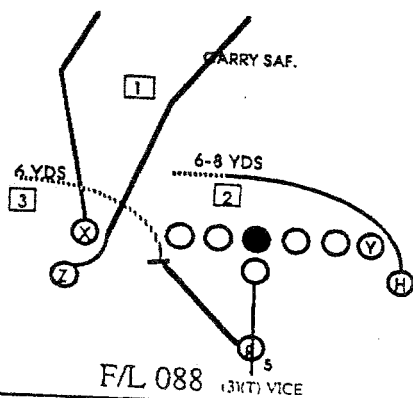


**PASS:** 088 - 788 (DBL POST)

**PROTECTIONS: BASE-H/L-F/L-SCAT**

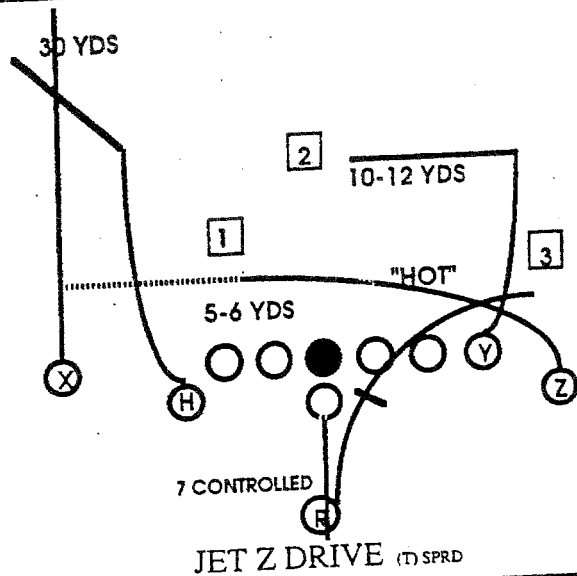


REC	ROUTE	QB NOTES:	COMMENTS:
X	BANG 8	1.5 STEP DROP	1.CROSSING 8 CAN'T GET HUNG UP
Y	BLOCK	2. CROSSING 8 VS MAN	2.R GET OUT QUICK AND SIT ON SIDELIN
Z	CROSSING 8	3. BE PATIENT WITH BIG 8	3. "O" MUST CHECK BLOCK FIRST THEN
R	CK FLAT	4. "O" GOOD DUMP OFF	FIND OPEN AREA
H	"O" DRAG	5. GOOD RED ZONE COMBINATION	
TYPE	"O" ROUTES		

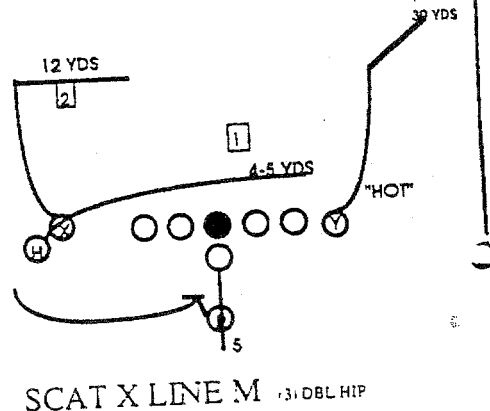
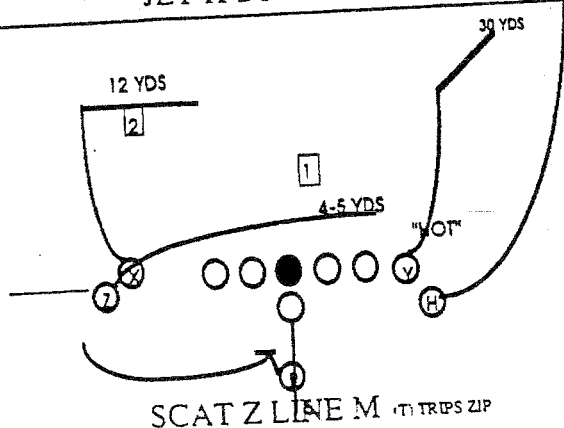
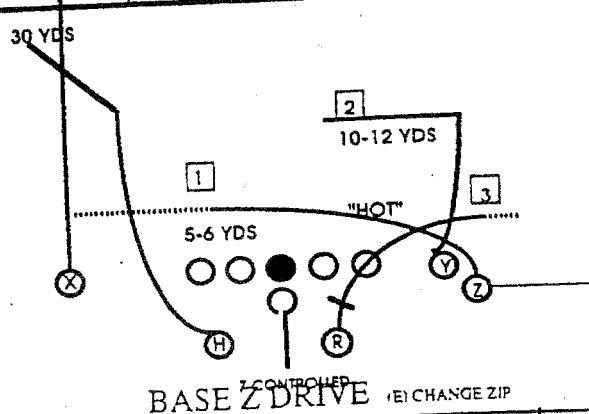
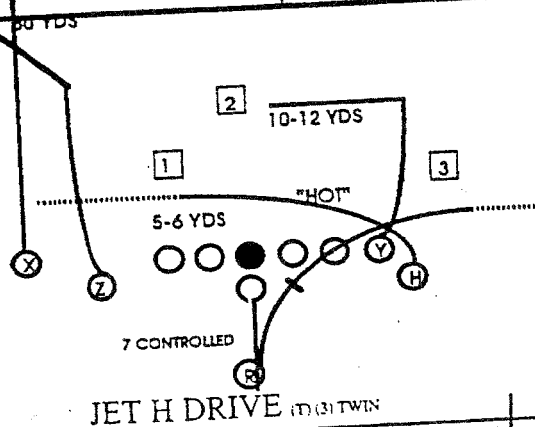


PASS: DRIVE (LINE)

PROTECTIONS: JET-SCAT

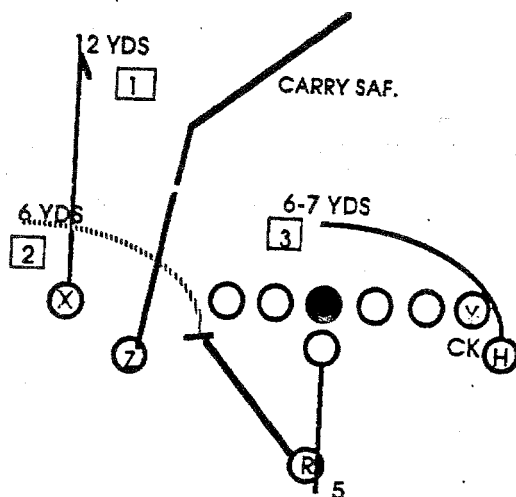


REC	ROUTE	QB NOTES:	COMMENTS:
X	"9"	1. 7 STEP DROP 2. DRIVE IS YOUR HOT 3. EYE ONLY WITH Z	1. Z IS HOT 2. Y MUST NOT GET JAMMED 3. "Z" MIKE EYE CONTACT WITH QB 4. "4" KEEP SEPARATION FROM Z
Y	INSIDE "4"		
Z	SHALLOW		
R	CK DOWN		
H	"7"		
TYPE	DRAG		



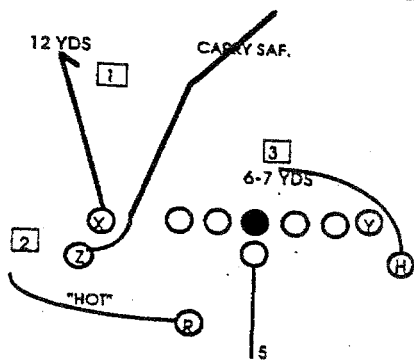
BASIC ROUTE COMBINATIONS

**PROTECTIONS: F/L-H/L-SCRAM-SCAT-DART**

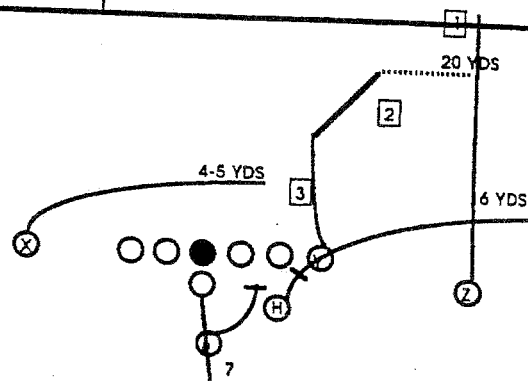


F/L 086 (3) (M) VICE

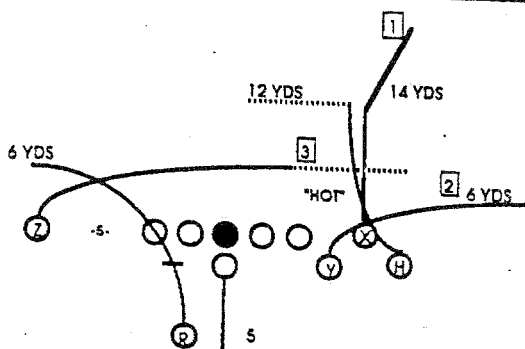
REC	ROUTE	QB NOTES:	COMMENTS:
X	6	1.5 STEP DROP	1.CROSSING 8 CAN'T GET HUNG UP
Y	BLOCK	2. CROSSING 8 VS MAN	2.R GET OUT QUICK AND SIT ON SIDELIN
Z	CROSSING 8	3. BE PATIENT WITH BIG 8	3. "O" MUST CHECK BLOCK FIRST THEN
R	CK FLAT	4. "O" GOOD DUMP OFF	FIND OPEN AREA
H	"O" DRAG	5. GOOD RED ZONE COMBINATION	
TYPE	"O" ROUTES		



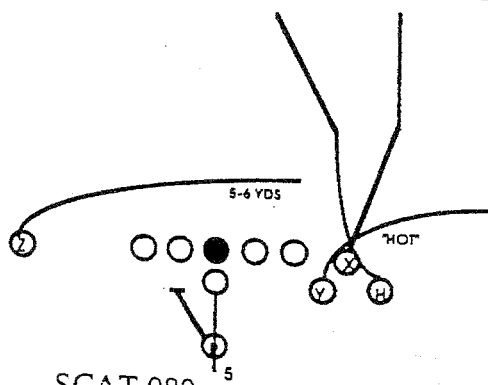
SCRAM 086 M (3)(T) VICE



PHB "HOUND" 079 H FLAT, R. NEAR

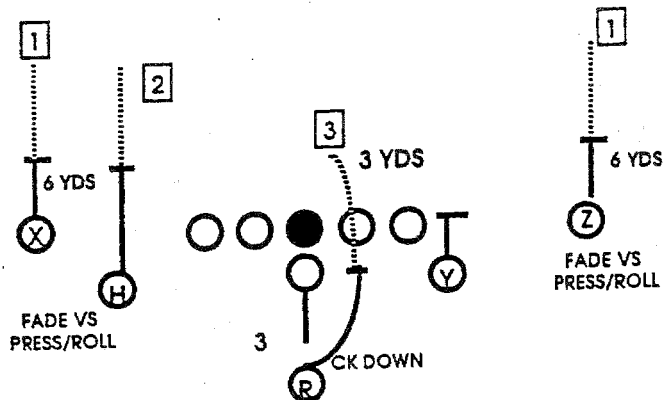


SCAT 067 (3) BUNCH

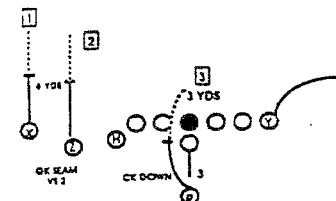


SCAT 089 15  
3 BUNCH

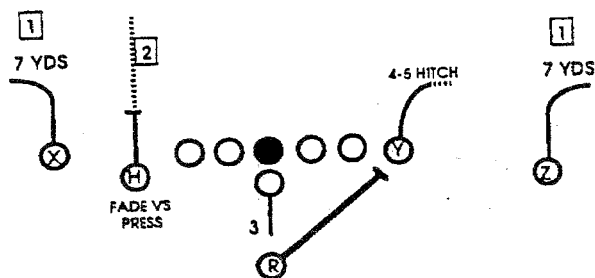
PASS: HITCH (HOUSTON) / OUT (ORLANDO) / DBL OUT (DALLAS) / CINCY



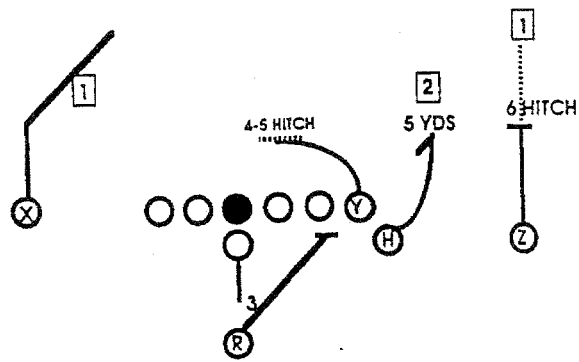
RED HOUSTON (3) DBL



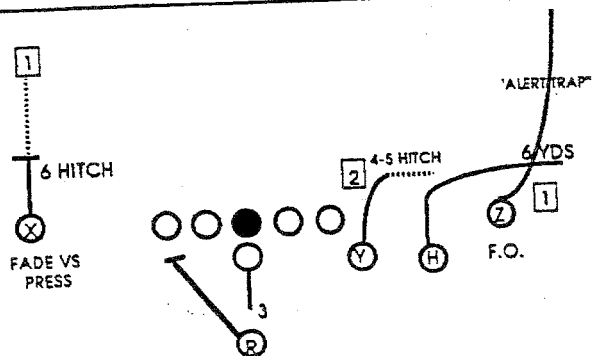
REC	ROUTE	QB NOTES:	COMMENTS:
X	HITCH	<ol style="list-style-type: none"> <li>3 STEP DROP</li> <li>GET PRE SNAP FEEL</li> <li>KEY MOTION ROTATION</li> <li>DONT FORGET CHECK DOWN</li> <li>FADE IS LOW %</li> <li>MUST NOT HAVE SACKS ON QUICKS</li> </ol>	<ol style="list-style-type: none"> <li>TO MANY MENTAL ERRORS</li> <li>R AND QB MUST HAVE EYE CONTACT</li> <li>FREE ACCESS X HAS PRIORITY</li> </ol>
Y	BLOCK		
Z	HITCH		
R	CK DOWN		
H	HITCH		
TYPE	RED/BLUE - R/L HOUSTON		



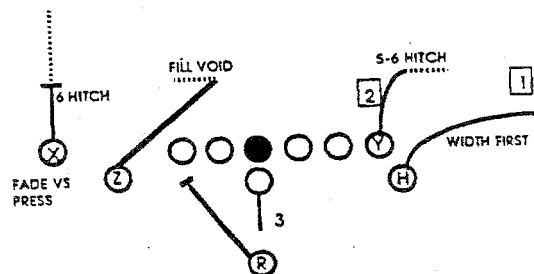
RED ORLANDO (3) DBL



RIP CINCY (1) TRIPS

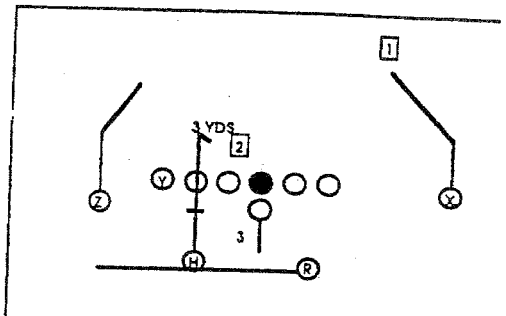


LIZ DALLAS (3) TRIAN



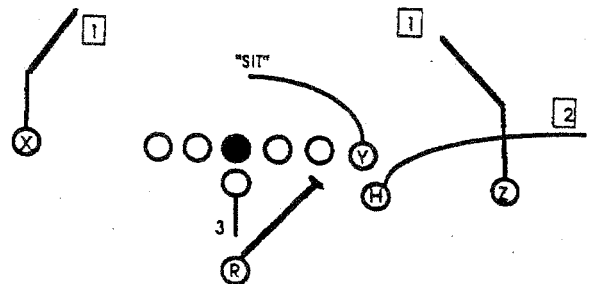
LIZ DALLAS (1) TWIN

PASS: SLANT - FLAT (DETROIT/DENVER)



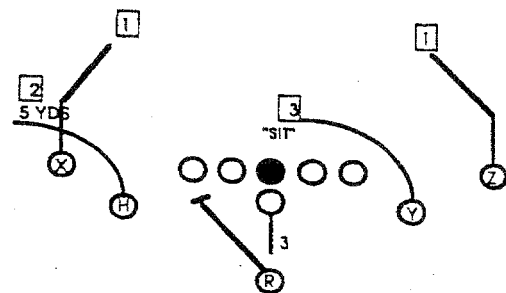
QK OPTION DETROIT (3) DBL SP (R) FAR SP

REC	ROUTE	QB NOTES:	COMMENTS:
X	SLANT	1. 3 STEP DROP	1. TO MANY MENTAL ERRORS
Y	FLAT	2. GET PRE SNAP FEEL	2. R AND QB MUST HAVE EYE CONTACT
Z	SLANT	3. KEY MOTION ROTATION	3. MUST NOT HAVE SACKS ON QUICKS
R	BLOCK	4. DONT FORGET CHECK DOWN	4. WO MUST SELL FADE VS LEVEL DB
H	FLAT	5. KEEP THROW AS LOW AS NEEDED	
TYPE	RED/BLUE	6. QK OPTION EMPHASIS FAKE	
	DETROIT		



RIP DETROIT (3) DBL

LIZ DENVER (3) TRAIN

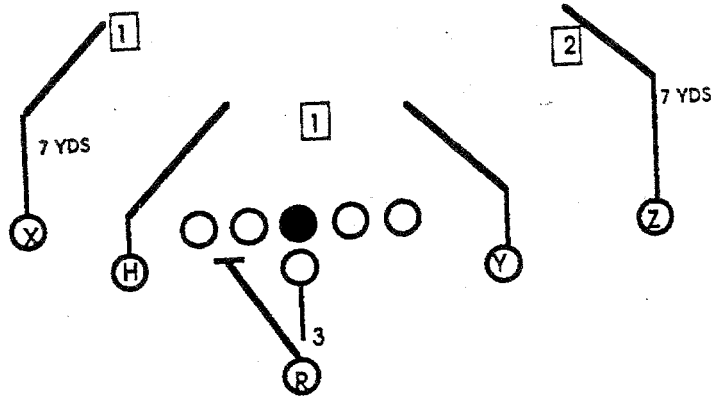


R/L DENVER Y CLEAR (T) TRIPS

LIZ DENVER (4) ROCKET (3) DBL

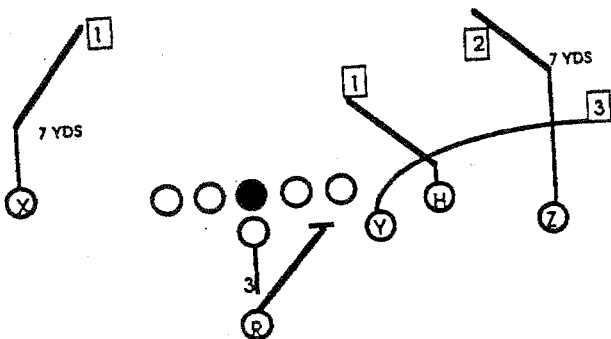


# PASS: DOUBLE SLANT (SEATTLE) (SHAKE) (SLUGO)

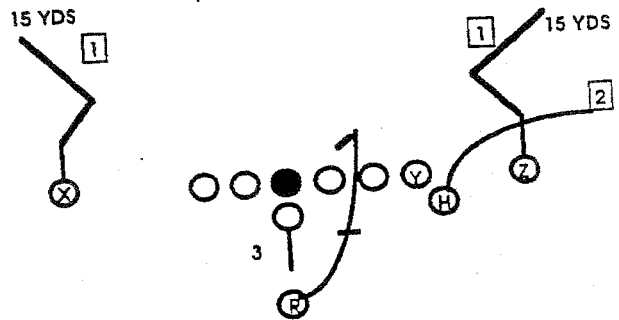


RIP SEATTLE (3) TRAIN

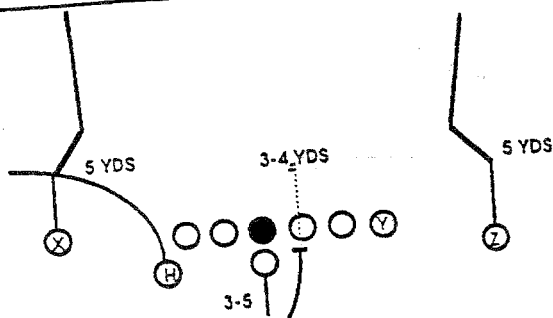
REC	ROUTE	QB NOTES:	COMMENTS:
X	SLANT	1. 3 STEP DROP	1. INSIDE SLANT <u>CAN NOT STOP</u>
Y	BLOCK	2. GET PRE SNAP FEEL	2. WR PATHS MUST BE CONSISTANT
Z	SLANT	3. IF MOTION KEY ROTATION	3. OUTSIDE SLANT MUST BE DEEPER (7)
R	CK DOWN	4. KEEP THROW AS LOW AS NEEDED	4. WR MUST SELL FADE VS LEVEL DB
H	DRAW	5. MUST NOT HAVE SACKS ON QUICKS	
TYPE	RIP/LIZ SEATTLE		



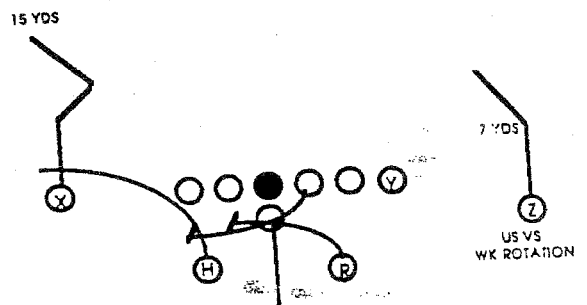
LIZ SEATTLE (3) TRAIN



QK OPT FRISCO (4) TRIPS



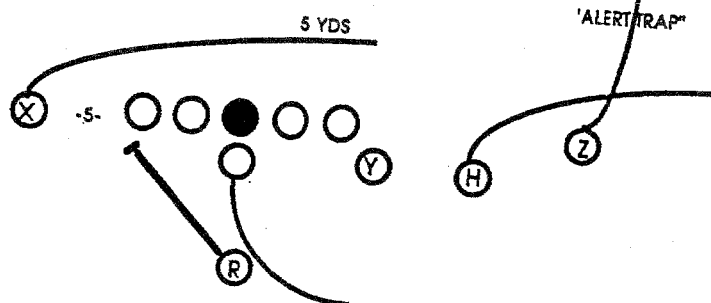
RED SLUGO (3) TRAIN



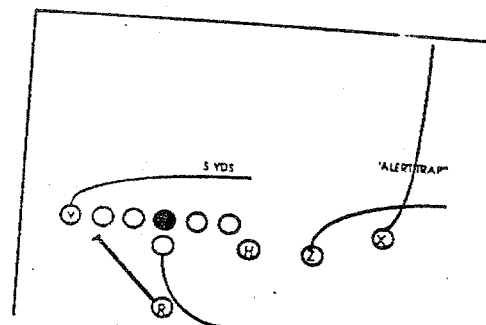
FK 13 TRAP X FRISCO (3) DBL

# PASS: QK SPEED/SPRINT (GOLD)

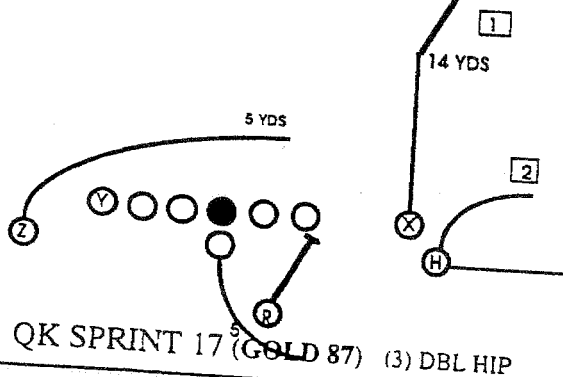
## PROTECTIONS:



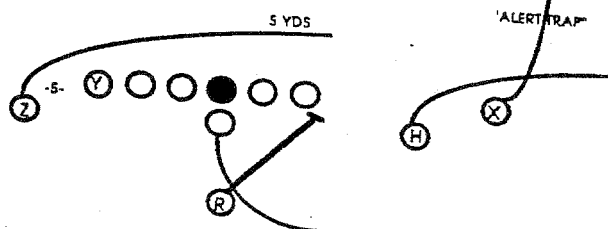
QK SPEED 19 (3) TRAIN



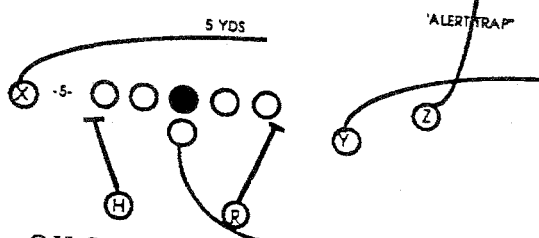
REC	ROUTE	QB NOTES:	COMMENTS:
X	SHALLOW	<ol style="list-style-type: none"> <li>1. QUICKER ANGLE THAN NORMAL SPEED/SPRINT.</li> <li>2. ALERT FOR LEVEL CORNER</li> <li>3. SHALLOW CAN BAIL YOU OUT.</li> </ol>	<ol style="list-style-type: none"> <li>1. CLEAR LOOK FOR BALL AT 15 YDS IF CB LEVELS</li> <li>2. SHALLOW GET INTO QB'S VISION.</li> </ol>
Y	BLOCK		
Z	CLEAR		
R	BLOCK		
H	QK FLAT		
TYPE	QUICK GOLD AUDIBLE		



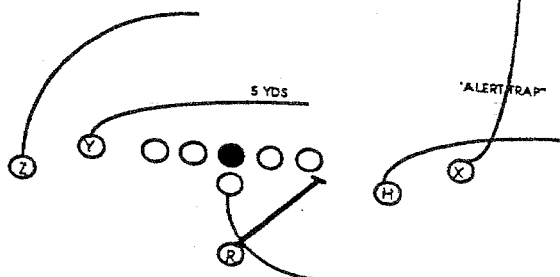
QK SPRINT 17 (GOLD 87) (3) DBL HIP



QK SPRINT 19 (GOLD 89) (3) DBL



QK SPRINT 19 (E) CHANGE



QK SPRINT 19 (4) ROCKET

# PLAY ACTION

1. FAKE TRAP 1  
X GLANCE  
X FRISCO  
X SLUGO  
H POP

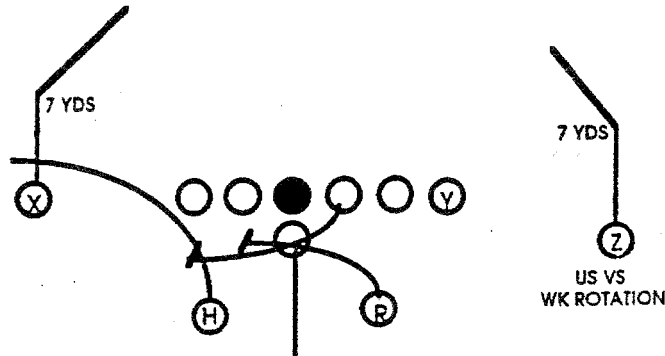
2. RUN PASS 2  
SCISSORS  
DBLCOMEBACK  
STEELER

3. DART 3  
416YSEAM  
479YFLAT  
WILLIE

4. PHB 4  
585  
XDEEPOVER  
479  
368

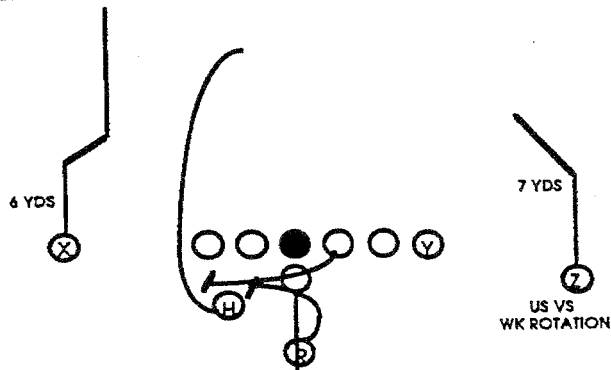
# PASS: FAKE TRAP PASS

# FORMATIONS:

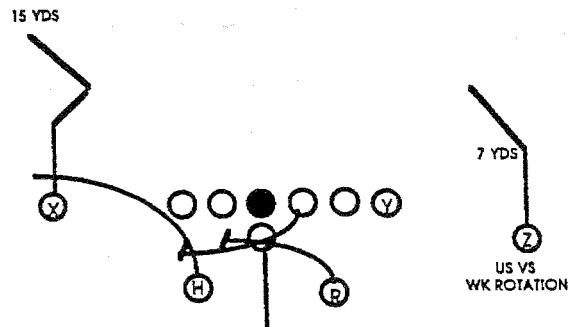


FAKE 13 TRAP X GLANCE (3) DBL

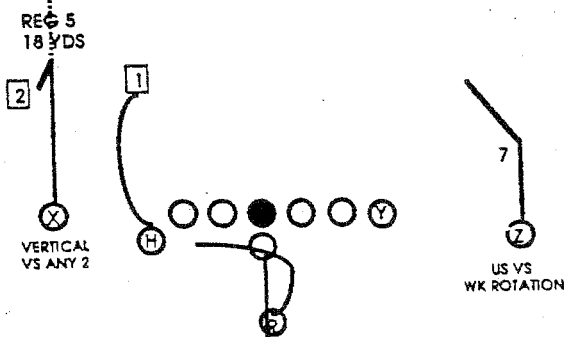
REC	ROUTE	QB NOTES:	COMMENTS:
X	SLANT	1. MUST HAVE SOLID PLAY FAKE 2. GET DEPTH TO AVOID PULLING GUARD 3. USE STRONGSIDE SLANT FOR B.O. VS DOG OR BLITZ	1. SLANT MUST GET FULL DEPTH 2. R CLEANS UP PROTECTION AFTER SOLID TRAP FAKE 3. B.O. BE READY VS DOG OR BLITZ
Y	BLOCK		
Z	SLANT		
R	FK TRAP		
H	FLAT		
TYPE	PLAY ACTION		



FAKE 13 TRAP X SLUGO (R) FAR



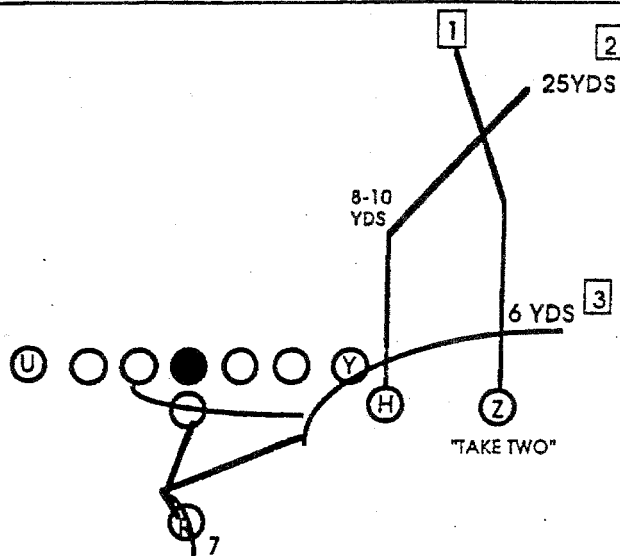
FAKE 13 TRAP X FRISCO (R) CHANGE



FAKE 13 TRAP H POP (T) SPREAD

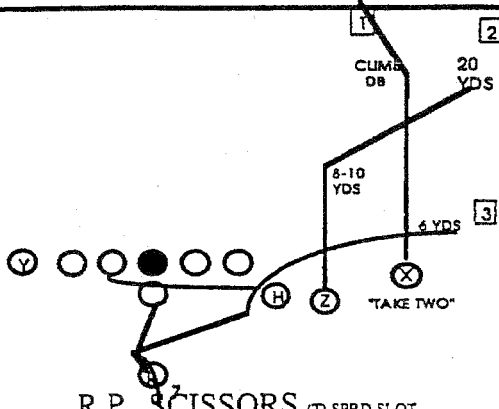
### PASS: RUN PASS COUNTER

**FORMATIONS:**

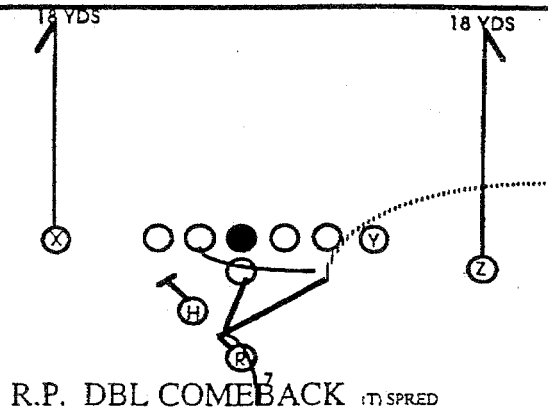


## RUN PASS SCISSORS (H) TRIPS

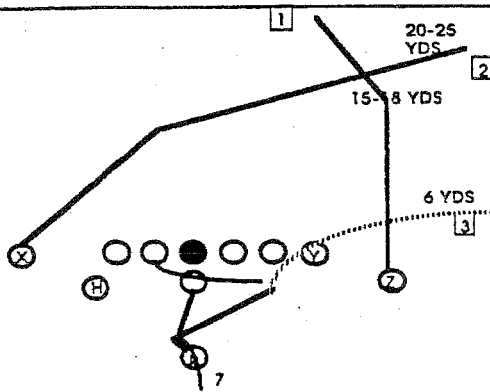
REC	ROUTE	QB NOTES:	COMMENTS:
X	BLOCK	1. MUST HAVE GOOD CTR FAKE	1. POST MUST TAKE TWO
Y	BLOCK	2. DON'T SPEND TOO MUCH TIME WITH POST	2. CORNER GET BEHIND CURL DEFENDER
Z	POST	3. STEP UP INTO POCKET	3. FLAT MUST WORK TO GET OUT
R	FK CTR-FLAT	4. DON'T FORGET THE FLAT	
H	CORNER		
TYPE	PLAY ACTION		



R.P. SCISSORS (T) SPRD SLOT



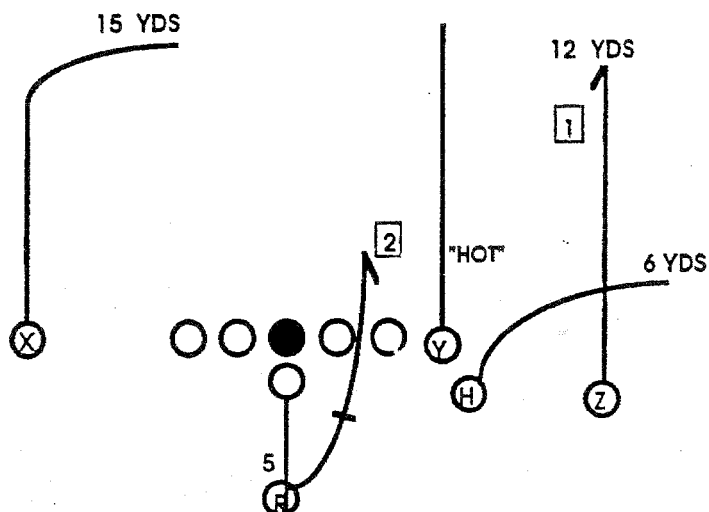
R.P. DBL COMEBACK (T) SPRED



R.P. STEELER IN SPREAD

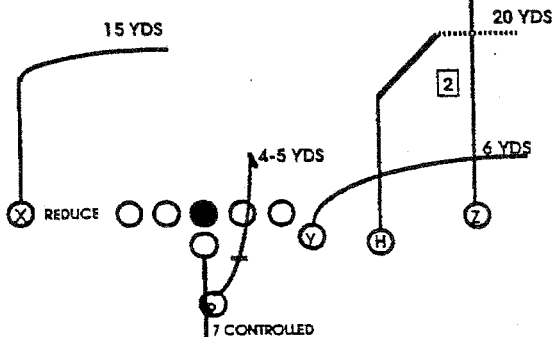
# PASS: DART

# FORMATIONS:

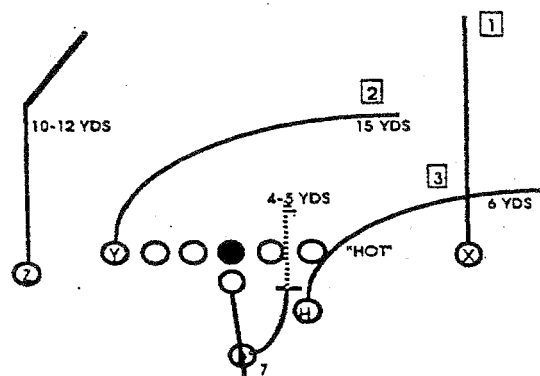


DART 416 Y CLEAR (7) (3) TRIPS VAR

REC	ROUTE	QB NOTES:	COMMENTS:
X	4	1. 5 STEP DROP SET UP OVER OUTSIDE LEG OF GUARD 2. MUST HAVE LEGITIMATE FKA 3. Y OR FLAT ARE HOT 4. FIND CONTROL DEFENDER 5. DON'T FORGET ✓ DOWN 6. IF YOU GO TO "4": KNOW SOMETHING	1. "6" MUST GET GOOD BURST 2. Y AND FLAT ARE HOT 3. Y CAN NOT STOP
Y	CLEAR		
Z	REG 6		
R	BLOCK		
H	FLAT		
TYPE	PLAY ACTION HORIZONTAL		



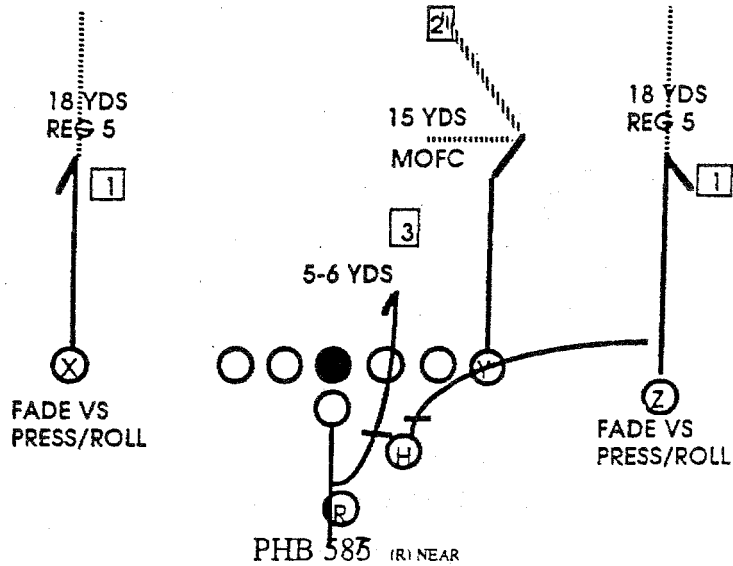
DART 479 Y FLAT (3) TRAIN



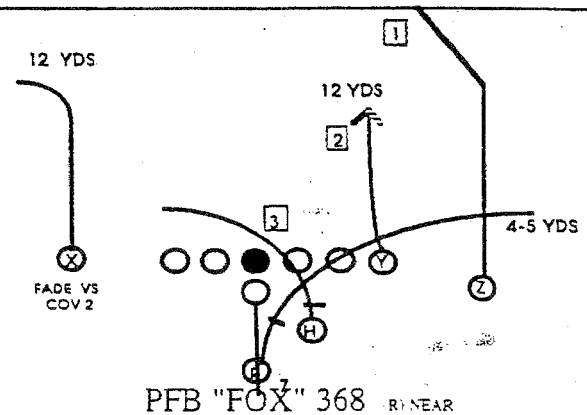
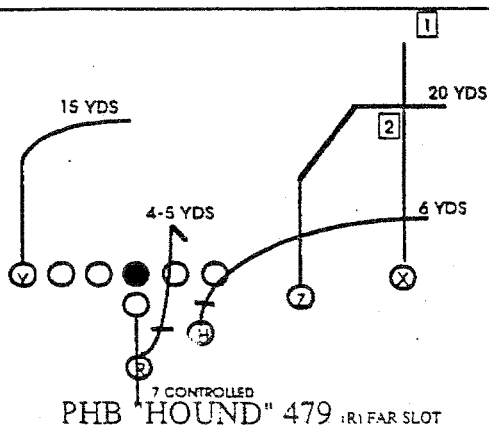
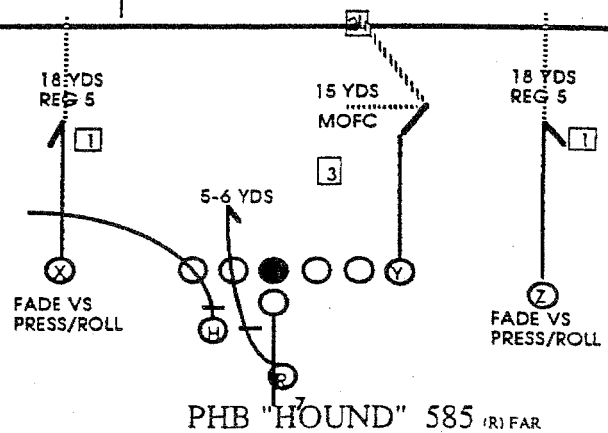
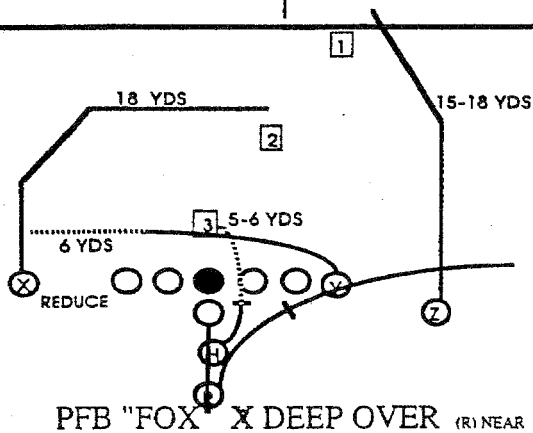
DART WILLIE (3) DBL

# PASS: PHB "HOUND" / PFB "FOX"

## FORMATIONS:



REC	ROUTE	QB NOTES:	COMMENTS:
X	REG 5 (18 YDS)	1. LONG DEEP FAKE 2. STEP UP INTO POCKET 3. CK DOWN AND FLAT ARE HIGH PER CENTAGE	1. REG 5 GO DEEP TO 18 YDS 2. CK DOWN GET INTO VISION OF QB 3. CK FLAT MAY STAY IN FOR EXTRA PROTECTION
Y	INSIDE 8		
Z	RED 5 (18 YDS)		
R	CK DOWN		
H	CK FLAT		
TYPE	PLAY ACTION		







## ACTION PASSES

1. WAGGLES

1

2. SPEED

2

RUNIT

STING

JUKE

BOMB

3. SPRINT

3

JUKE

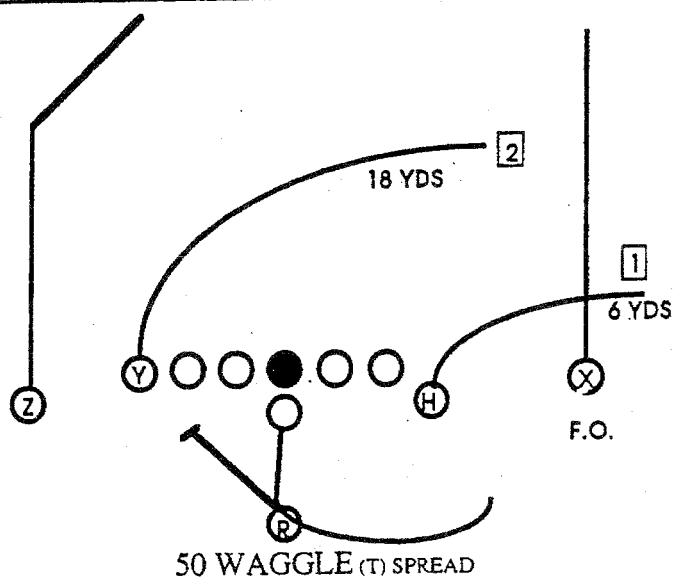
RUN IT

RAIDER

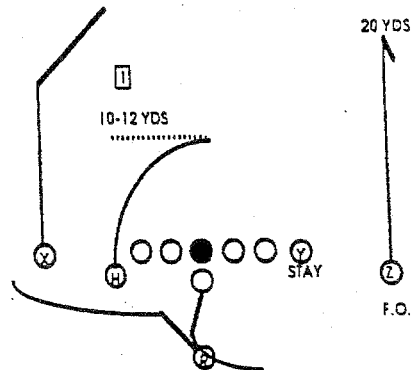
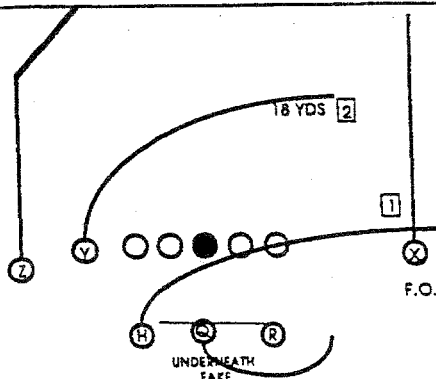
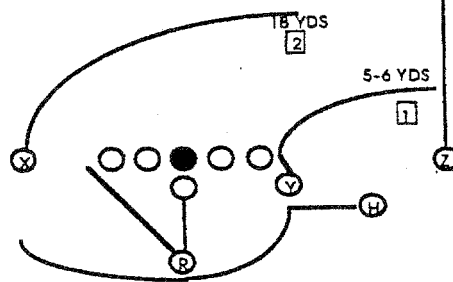
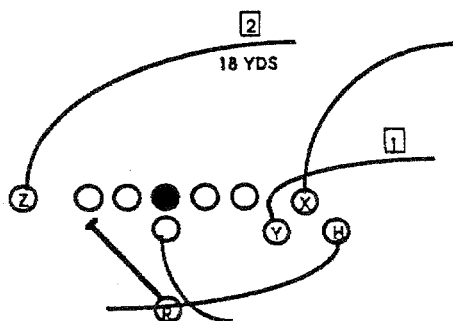
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# PASS: WAGGLE

# FORMATIONS:

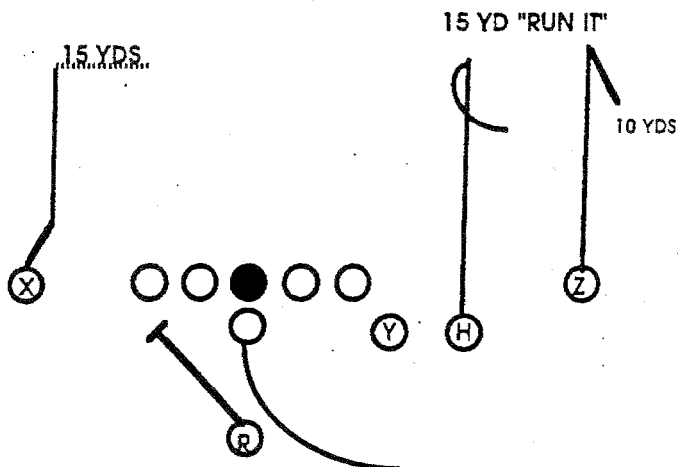


REC	ROUTE	QB NOTES:	COMMENTS:
X	CLEAR	1. MUST HAVE SOLID PLAY FAKE 2. GET DEPTH AND BE READY TO HANDLE EMLOS 3. IF YOU HAVE TIME READ ROUTE OUT BUT DON'T PASS UP A PROFIT.	1. FAKE SIDE ALWAYS HAS OVER
Y	OVER		2. OPP. FAKE HAS FRAP-FLAT.
Z	POST		3. FRAP MUST DETERMINE THREAT TO QB.
R	FAKE		4. CLEAR CAN CHANGE TO CMB (20 YDS)
H	FRAP-FLAT		5. T.B. FRAP STAY TO BLOCK
TYPE	ACTION PASS		6. SPECIAL MUST GET THROUGH CLEAN



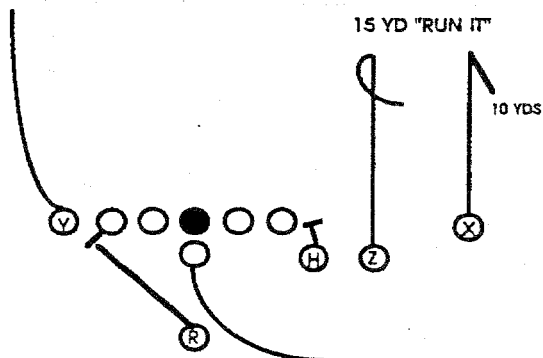
# PASS: SPEED

# FORMATIONS:

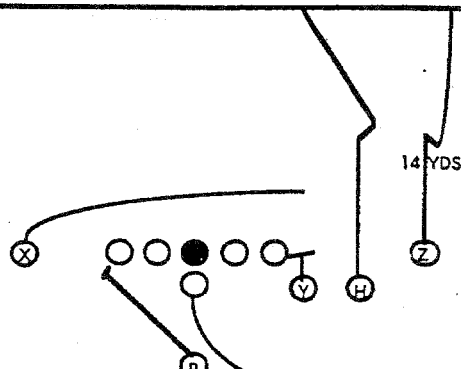


SPEED "RUN IT" (81) (3) TRAIN

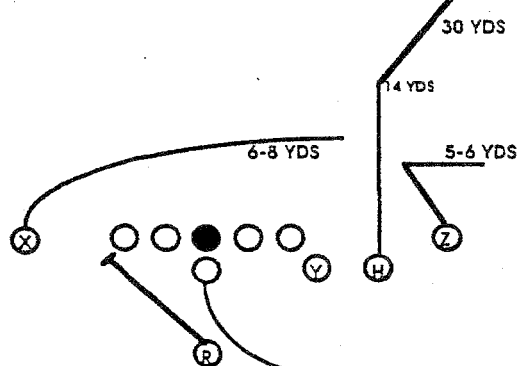
REC	ROUTE	QB NOTES:	COMMENTS:
X	LAZY 4	<ol style="list-style-type: none"> <li>1. START WITH SUBTLE STRAIGHT DROP.</li> <li>2. GET DEPTH AND BREAK CONTAIN.</li> <li>3. RUNNING IS AN OPTION</li> </ol>	<ol style="list-style-type: none"> <li>1. RUN ITS MUST WORK TO BALL</li> <li>2. BACK SIDE X ON JUKE AND STING MUST GET INTO QB'S VISION.</li> <li>3. B.A.P. = 80/90 DIRECTION 81/91 = RUN IT 83/93 = STING 84/94 = JUKE</li> </ol>
Y	BLOCK		
Z	15 YD RUN IT		
R	BLOCK BACK		
H	15 YD RUN IT		
TYPE	ACTION PASS		



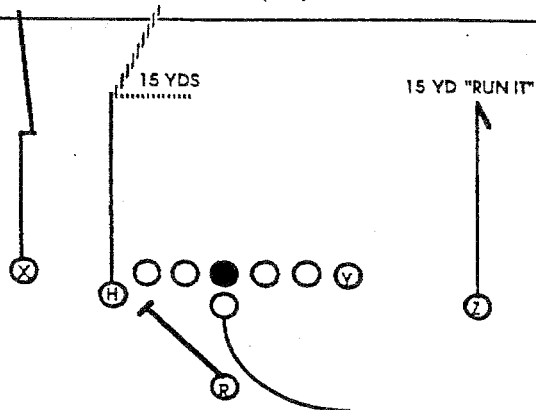
SPEED "RUN IT" (81) (T) SPRD SLOT



SPEED STING (83) (T) SPRD SLOT



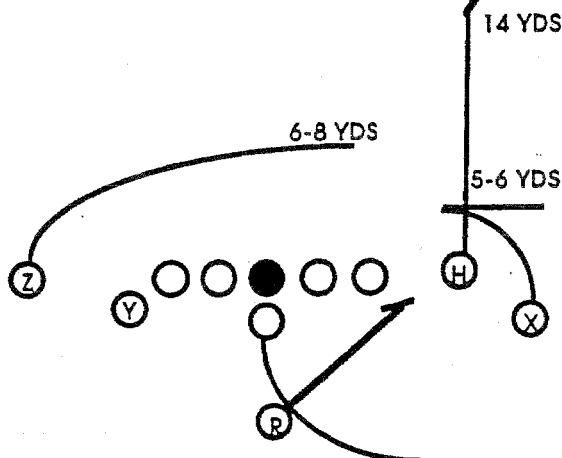
SPEED JUKE (84) (3) TRAIN



SPEED BOMB (3) DBL

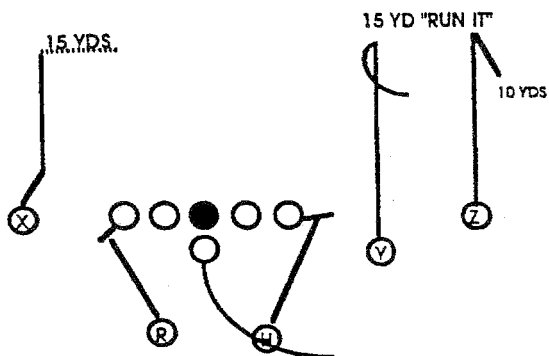
PASS: SPRINT

FORMATIONS

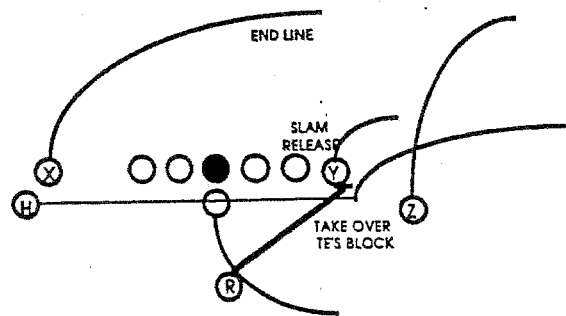


SPRINT JUKE (3) DBL

REC	ROUTE	QB NOTES:	COMMENTS:
X	JUKE	1. START WITH SUBTLE STRAIGHT DROP. 2. IT WILL BE HARDER TO BREAK CONTAINING IN SPRINT THAN IT IS IN SPEED. 3. RUNNING IS AN OPTION	1. R MUST WORK QUICKLY TO GET TO HIP OF TACKLE
Y	BLOCK		
Z	SHALLOW		
R	BLOCK		
H	"7"		
TYPE	ACTION PASS		



SPRINT RUN IT (E) SPRINT



SPRINT RAIDER (3) GANG

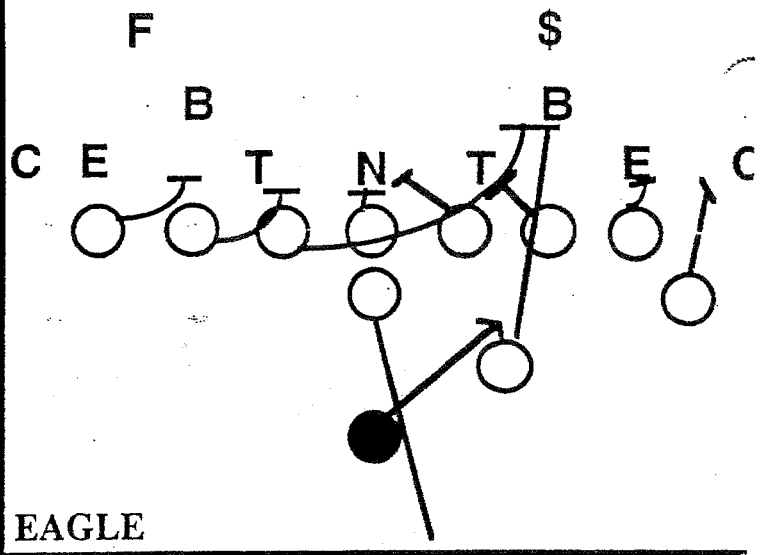
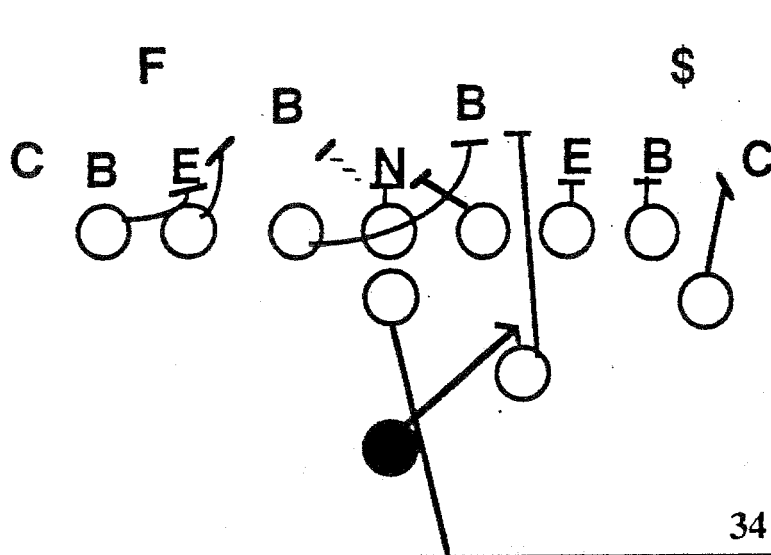
## GOAL LINE-SHORT YARDAGE 2 POINT PLAYS

40/50 LEAD O	1
60/70 BLAST WK	2
20 GUT	3
80/90 TOSS	4
80/90 TOSS WK	5
QB SNEAK	6
Z REVERSE	7
PLAY PASS PROT.	8

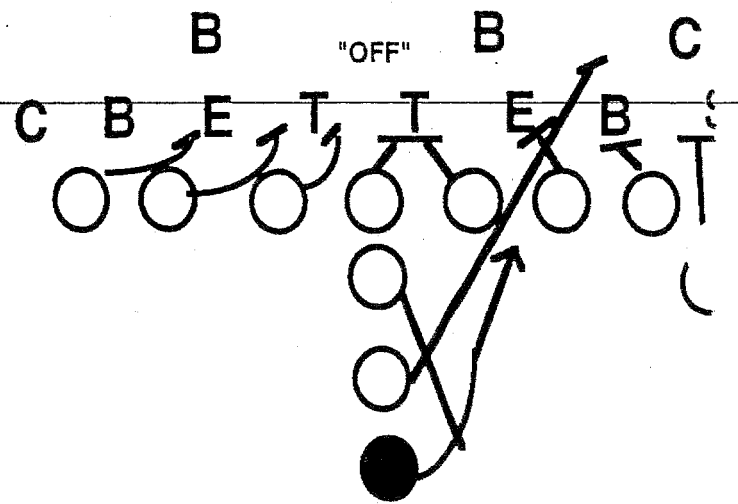
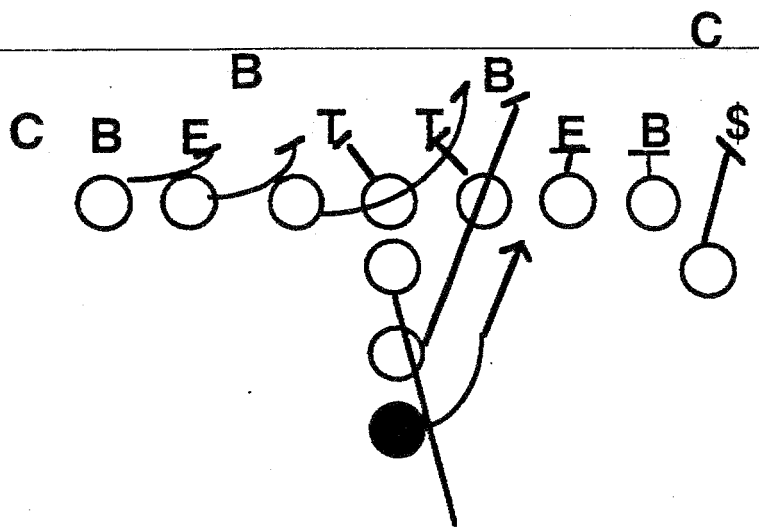
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PASSES	9
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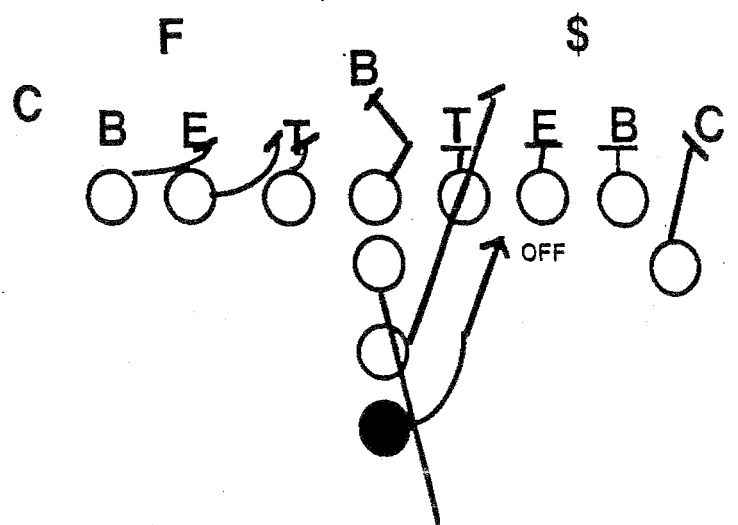
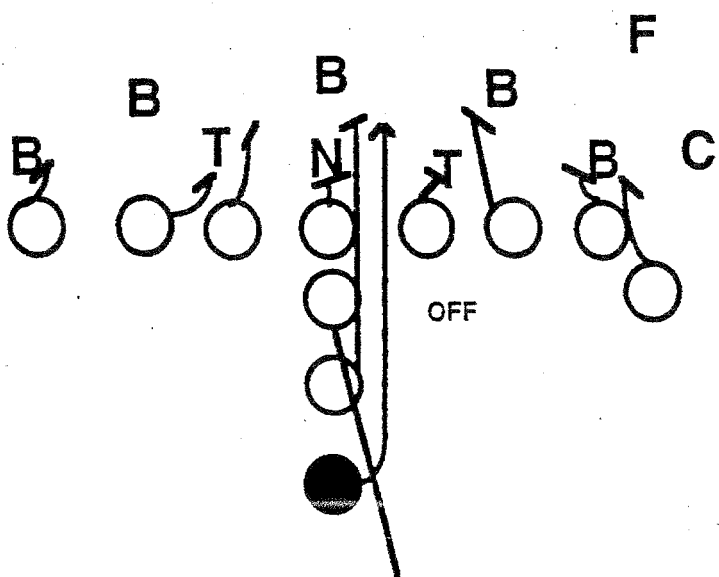
SCRAM TD M  
SCAT Z STAR  
P.P. DBL CROSS  
P.P. H FLAT  
40 TREY DODGE  
R/L DBL PIVOT



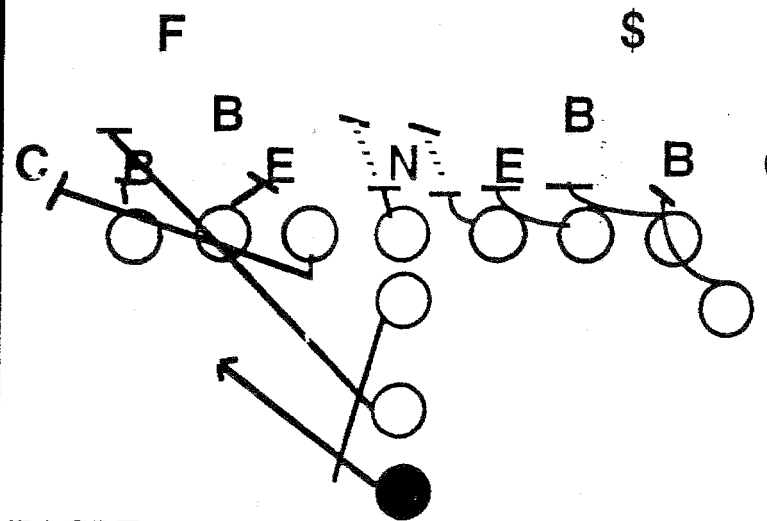
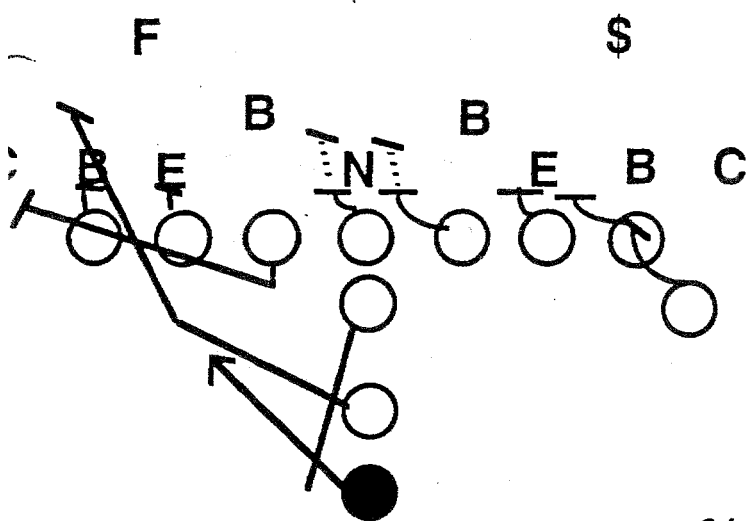
34 EAGLE



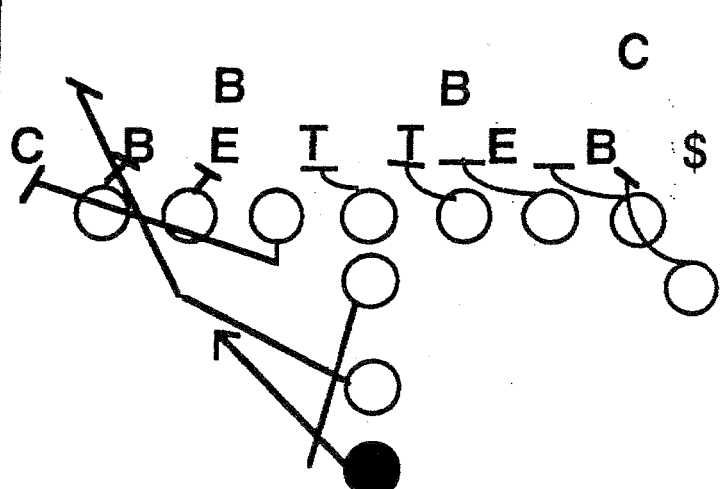
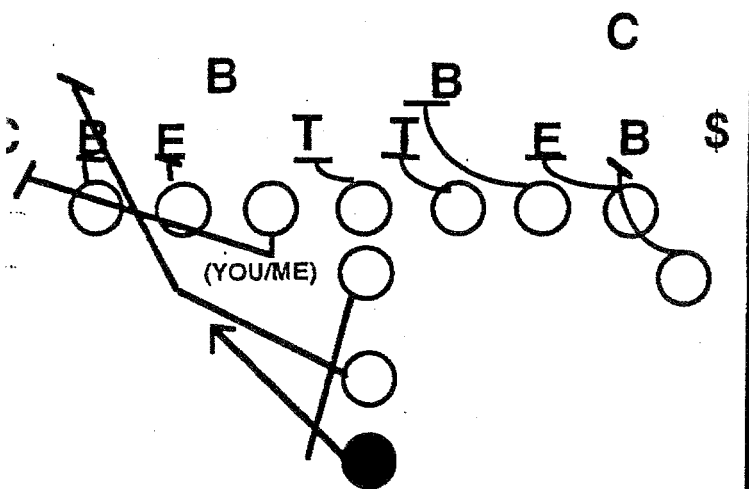
62 62 GAPS



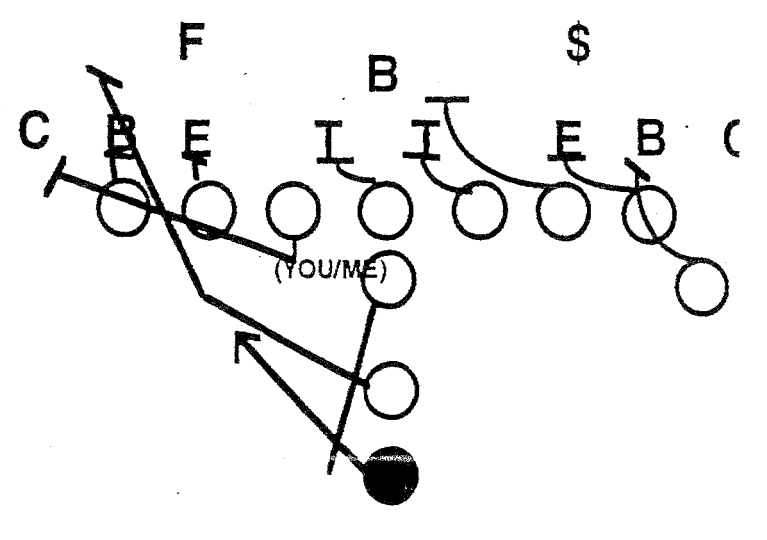
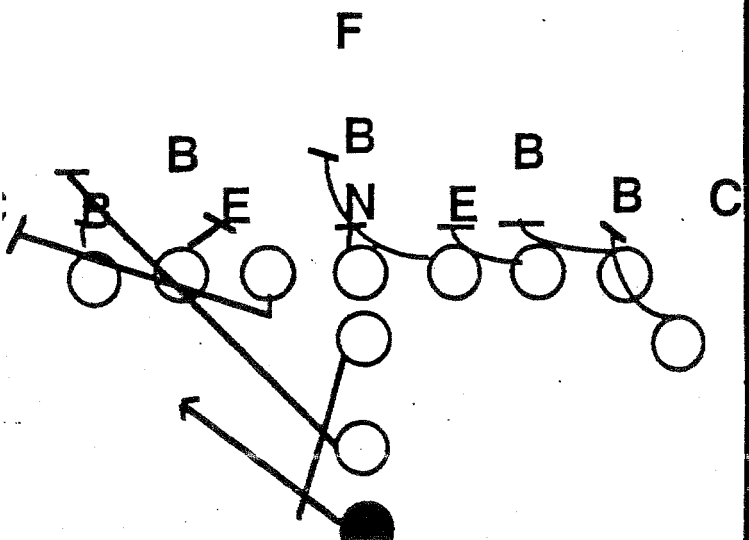
70/60 BLAST

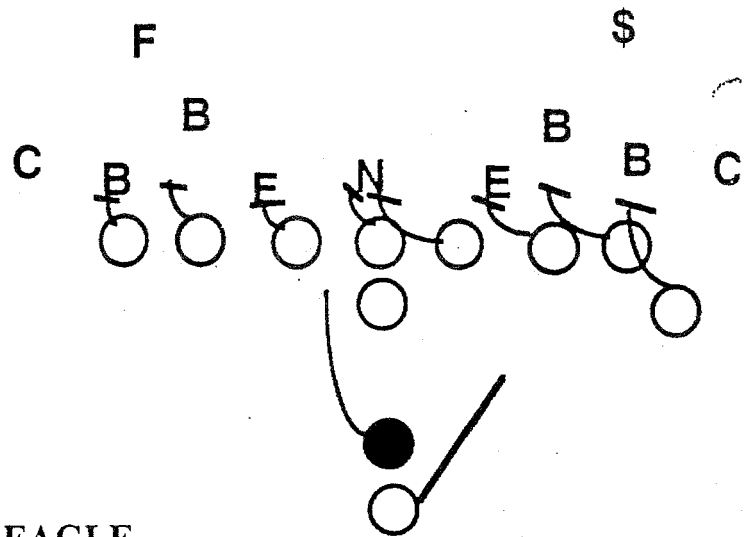
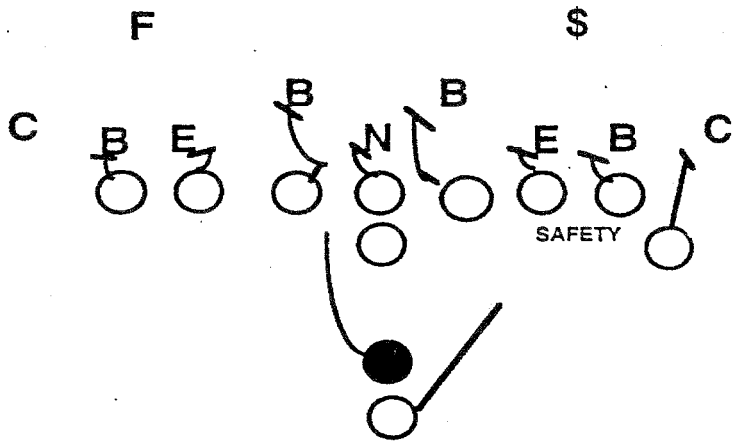


34 EAGLE

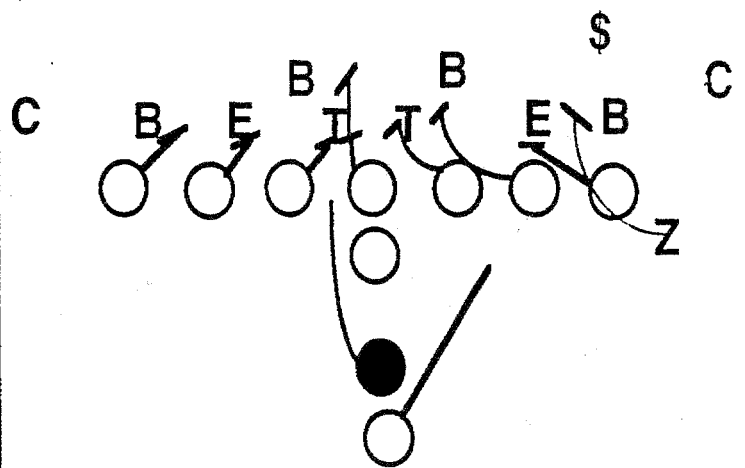
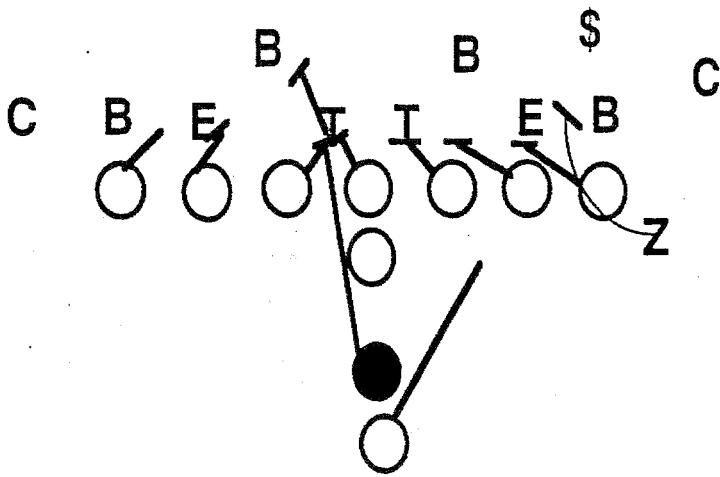


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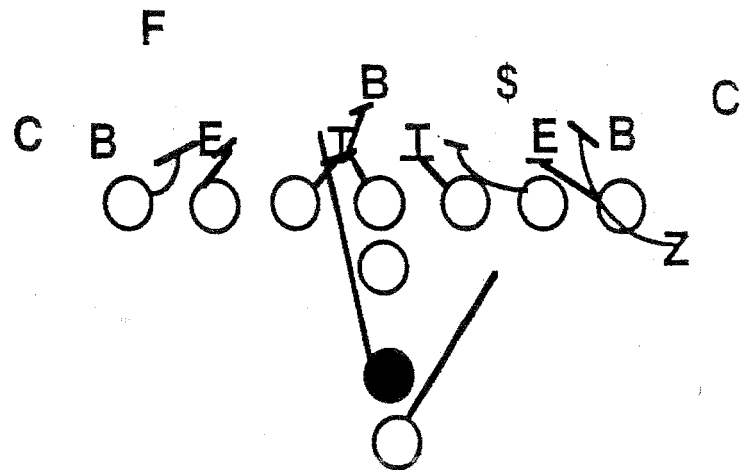
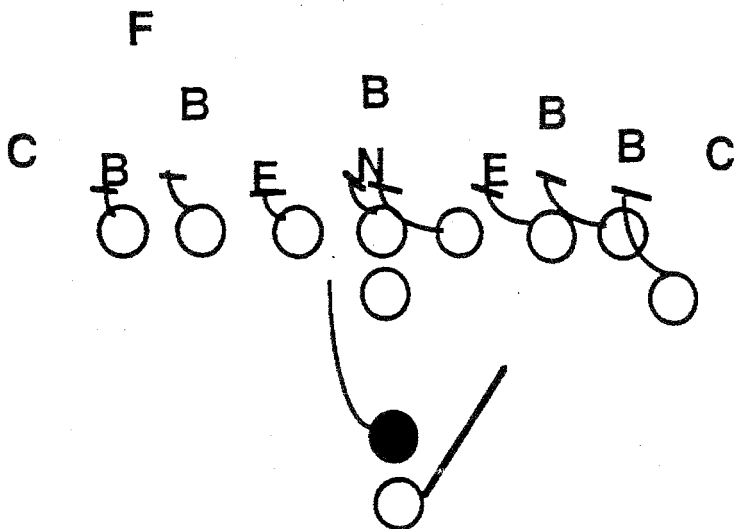




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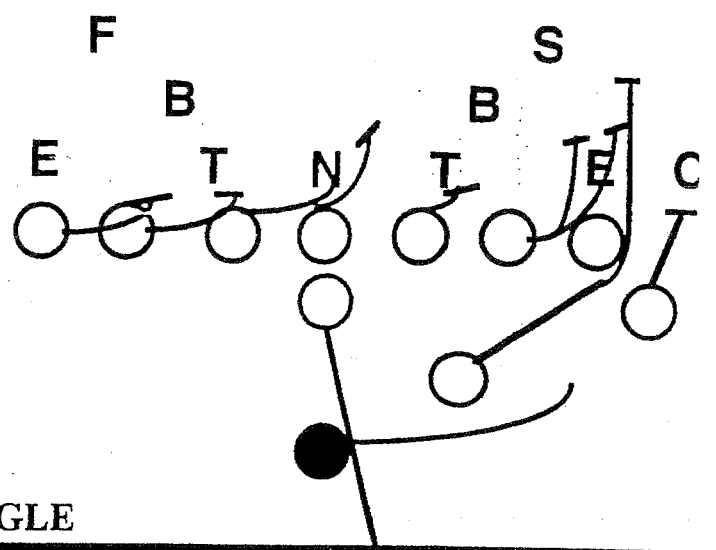
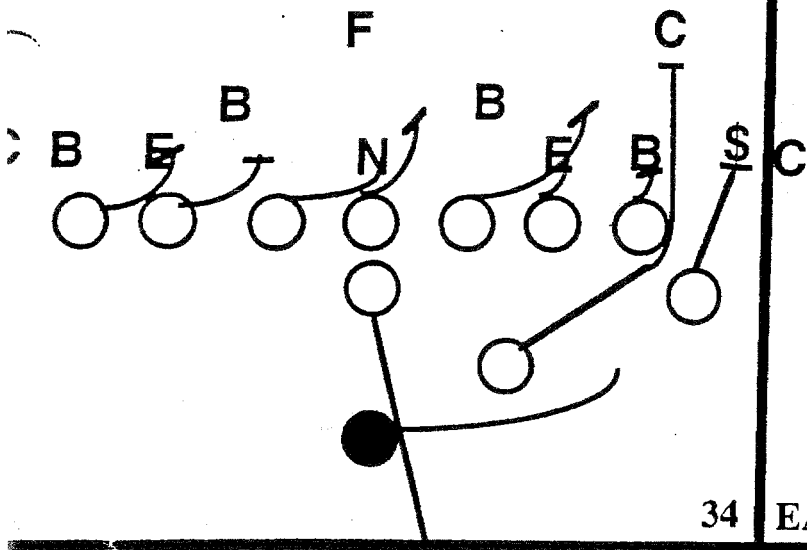


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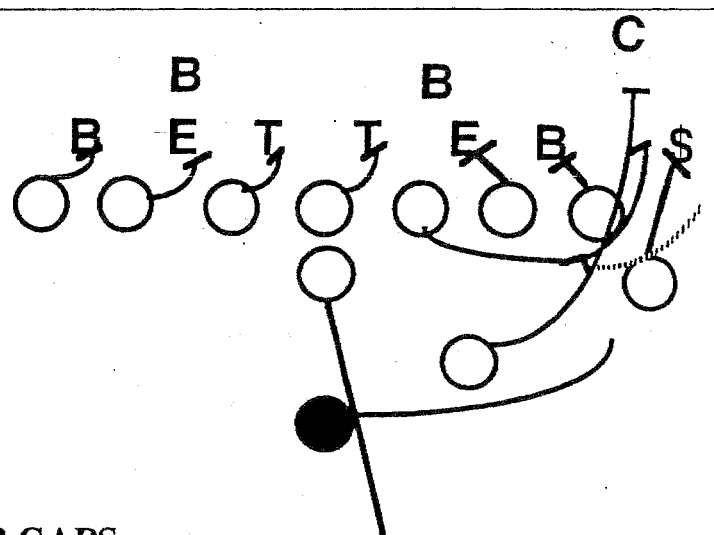
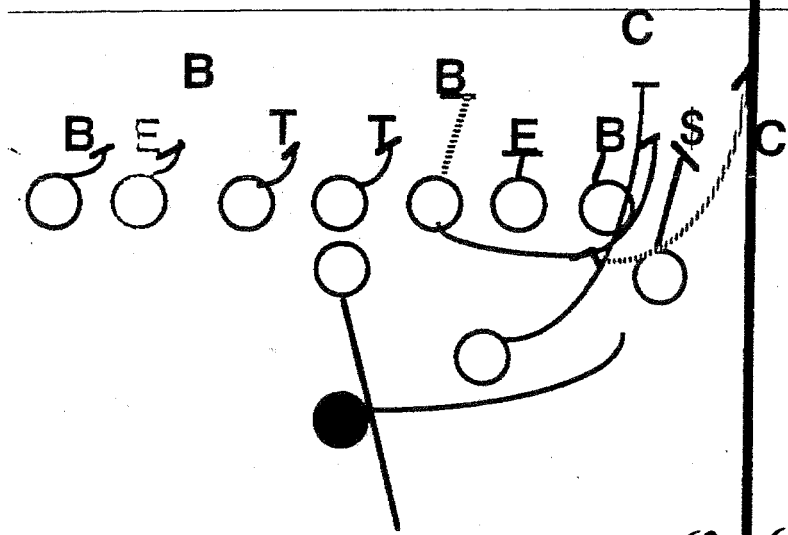




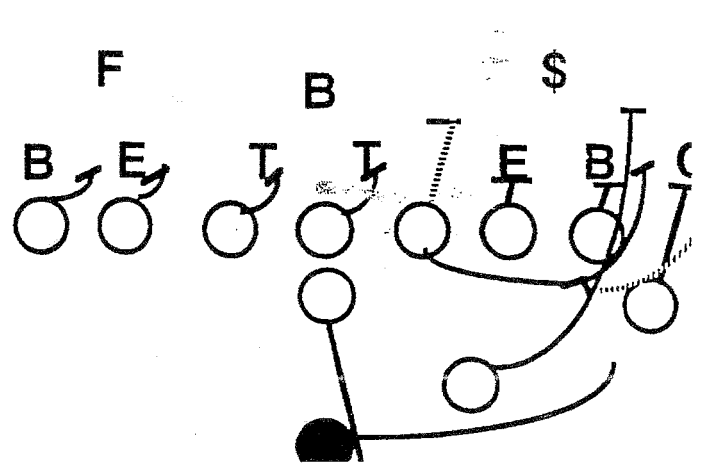
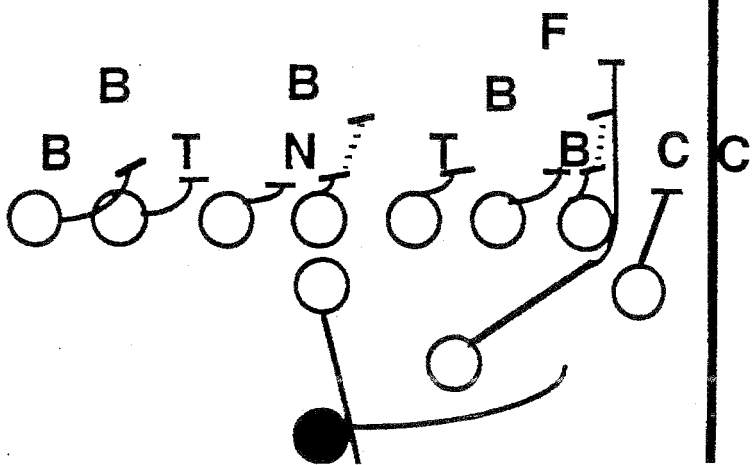
80/90 TOSS

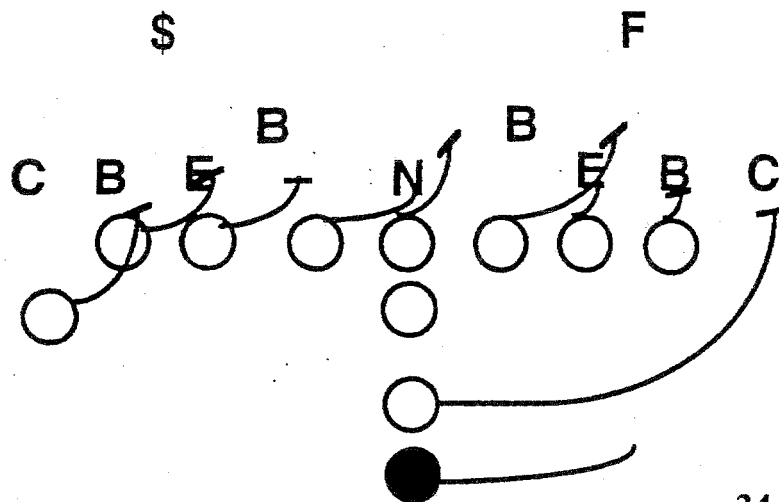


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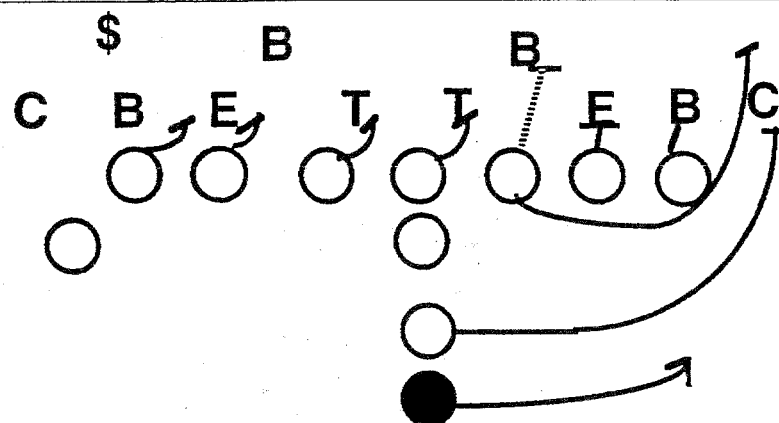
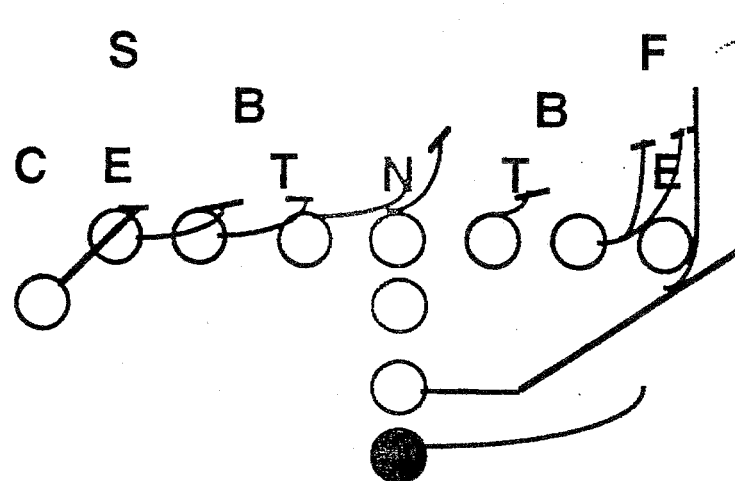


62 62 GAPS

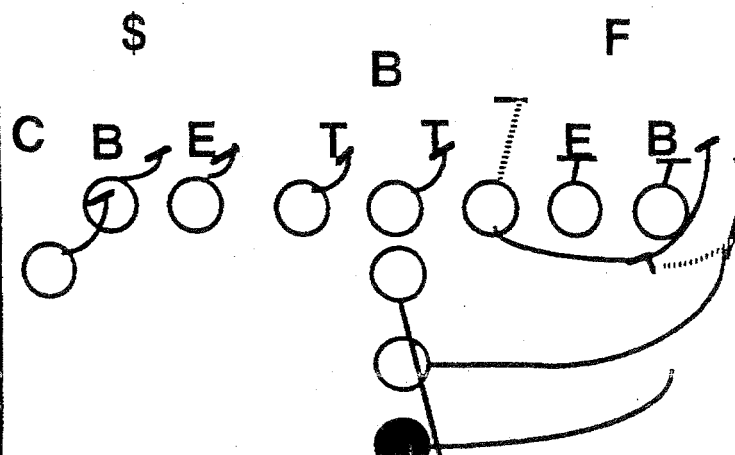
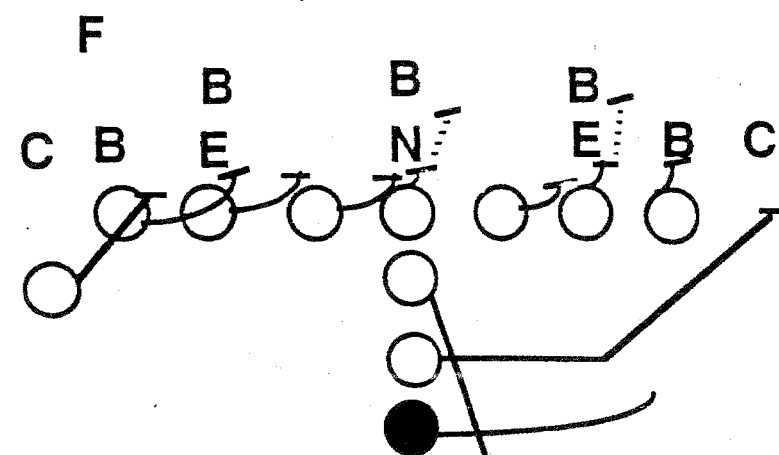
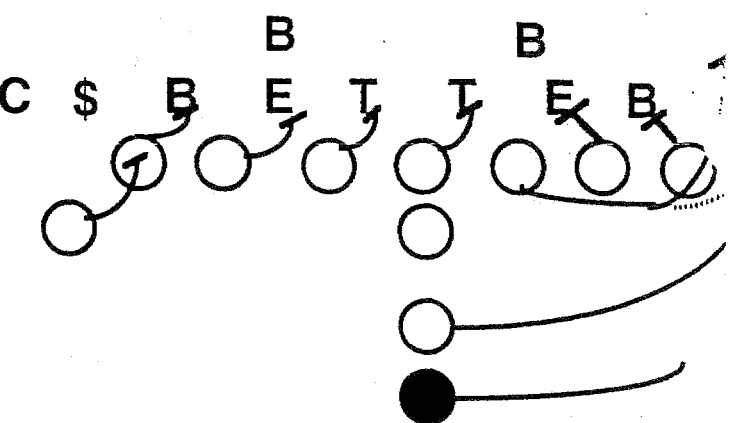




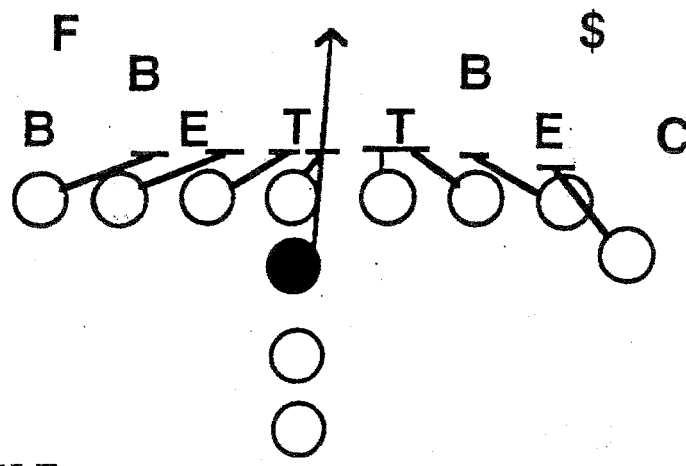
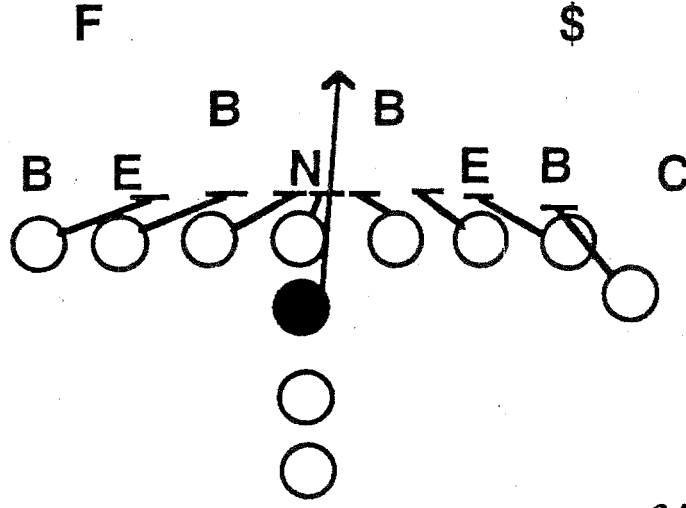
34 EAGLE



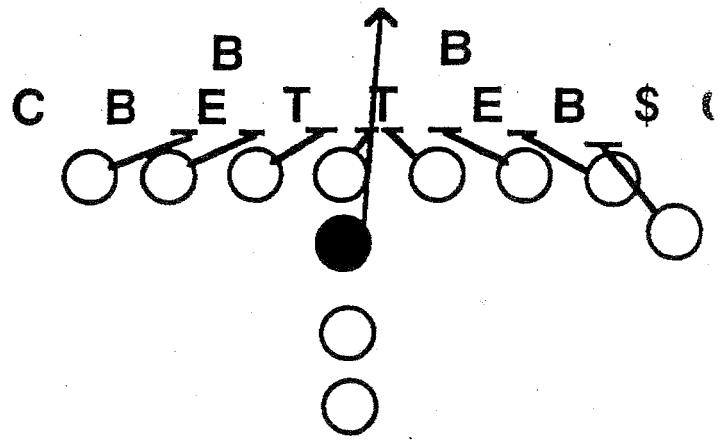
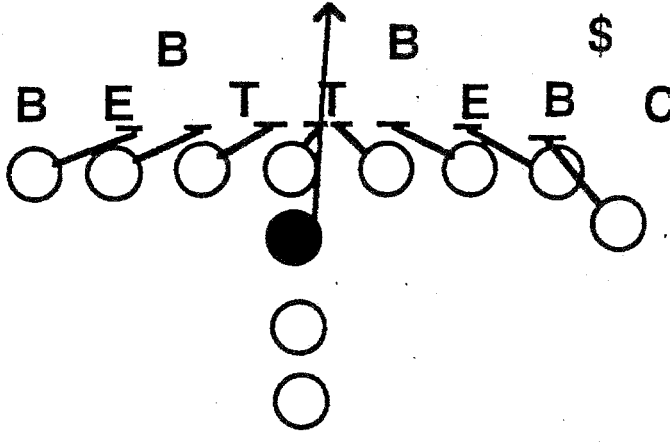
62 62 GAPS



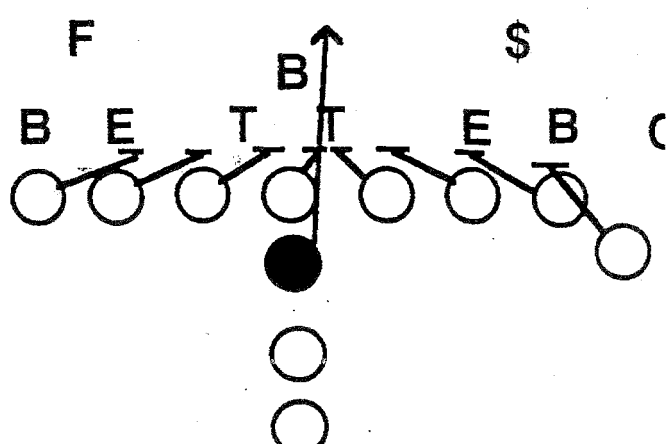
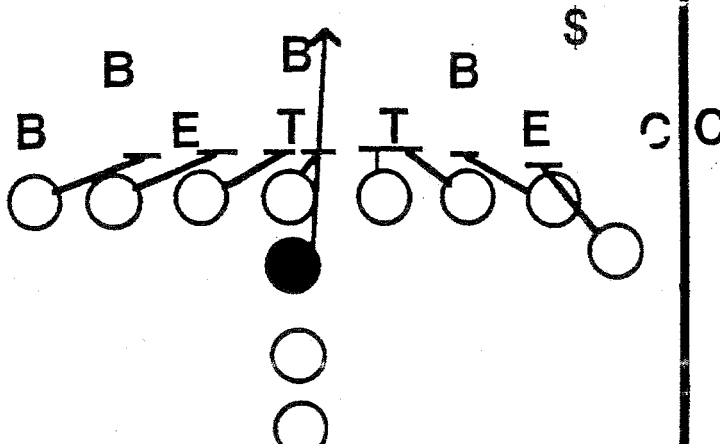
OB SNK



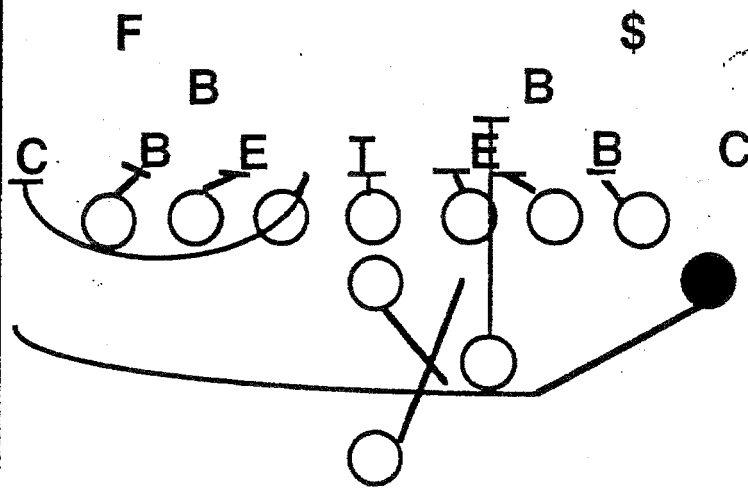
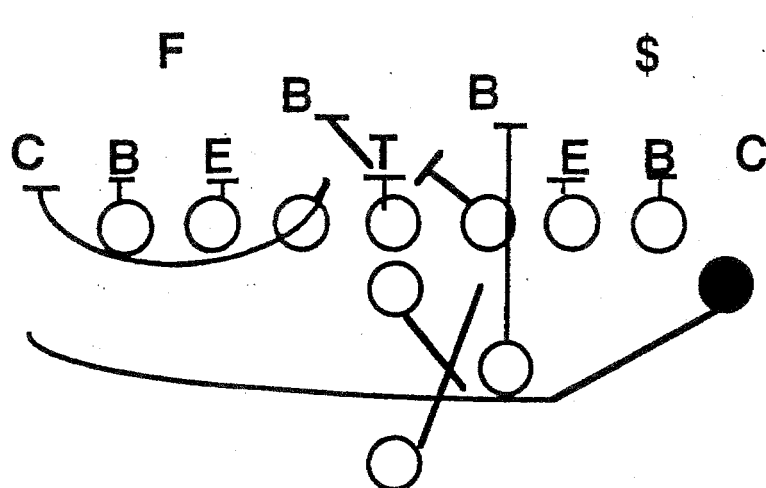
34 EAGLE



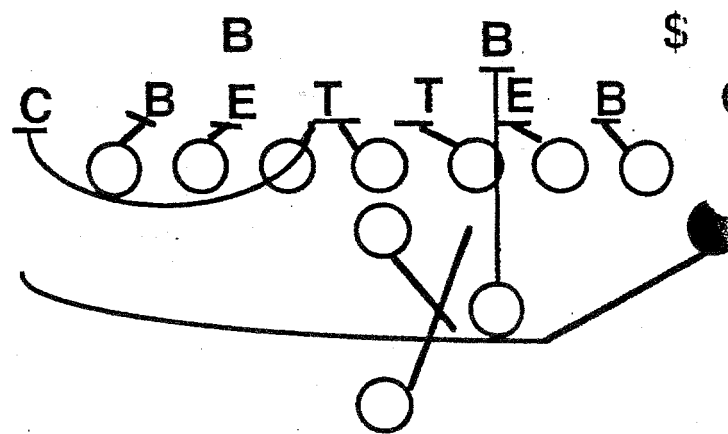
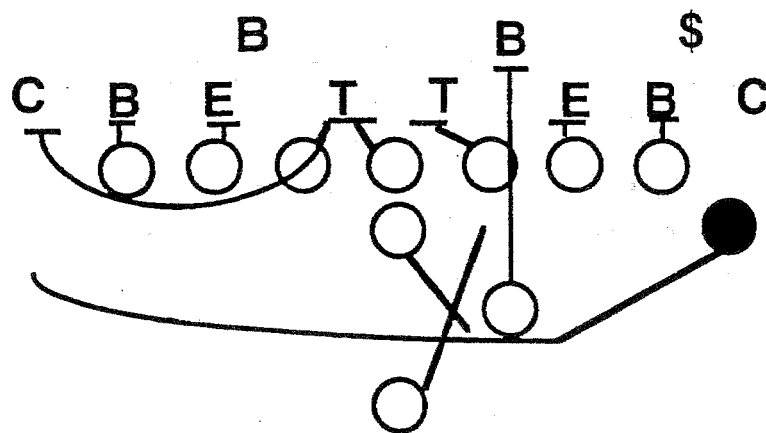
62 62 GAPS



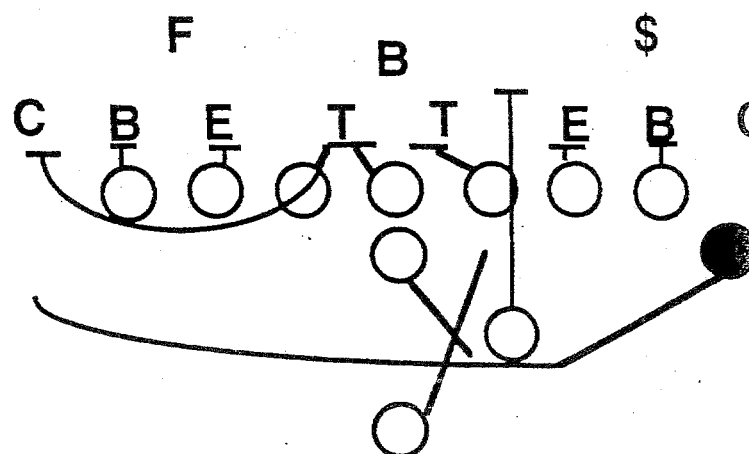
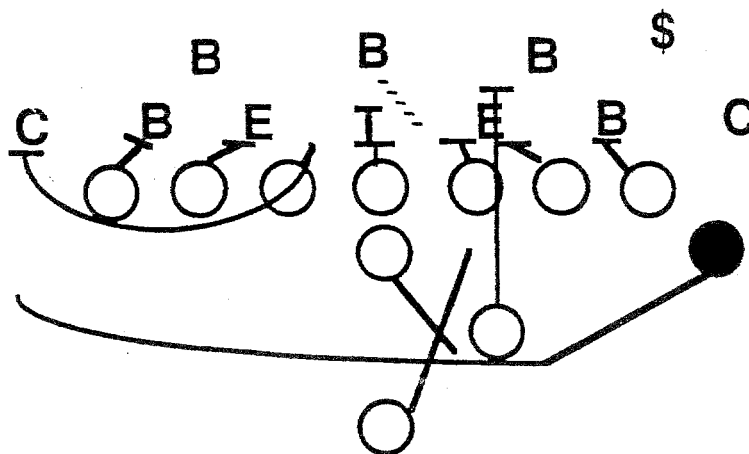
Z REVERSE



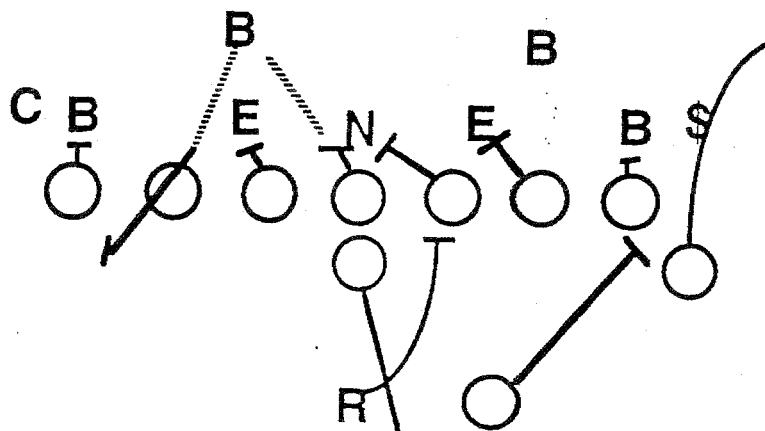
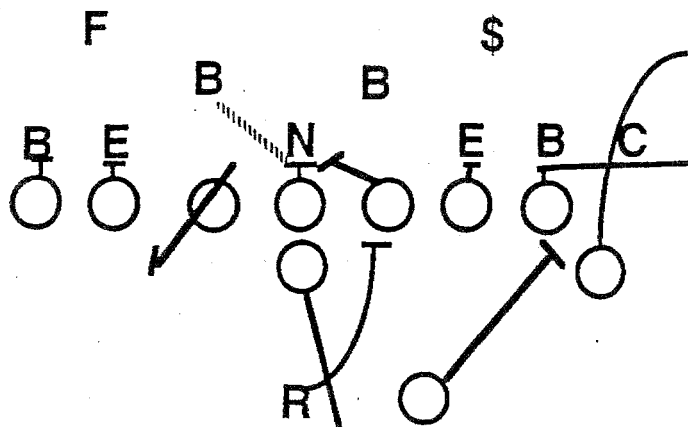
34 EAGLE



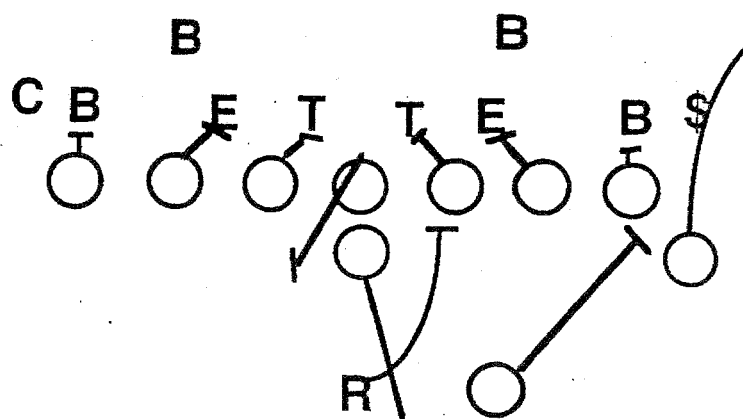
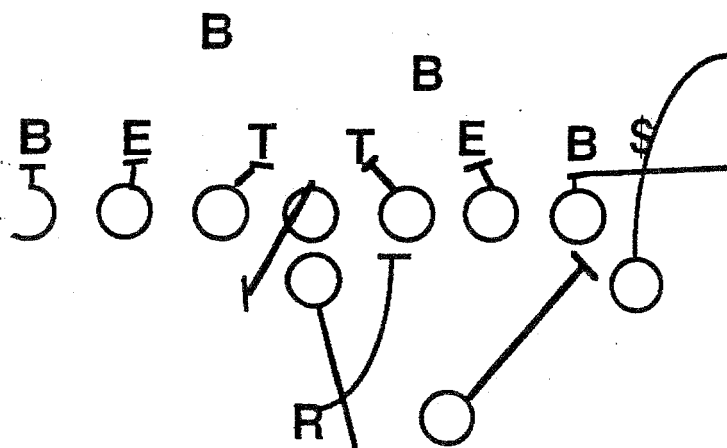
62 62 GAPS



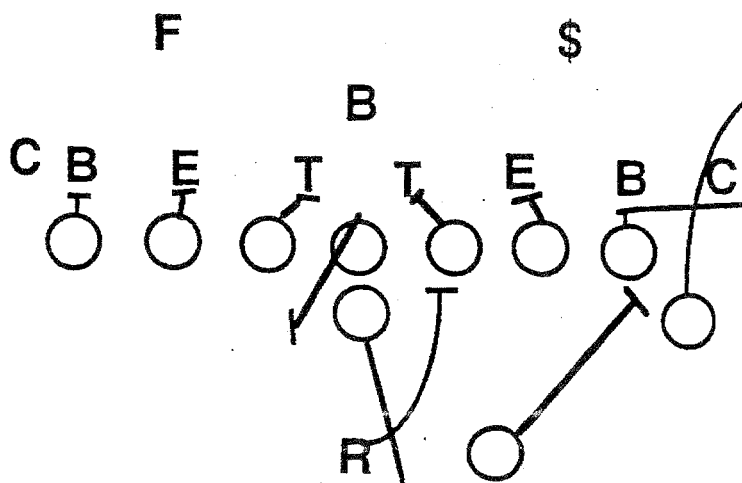
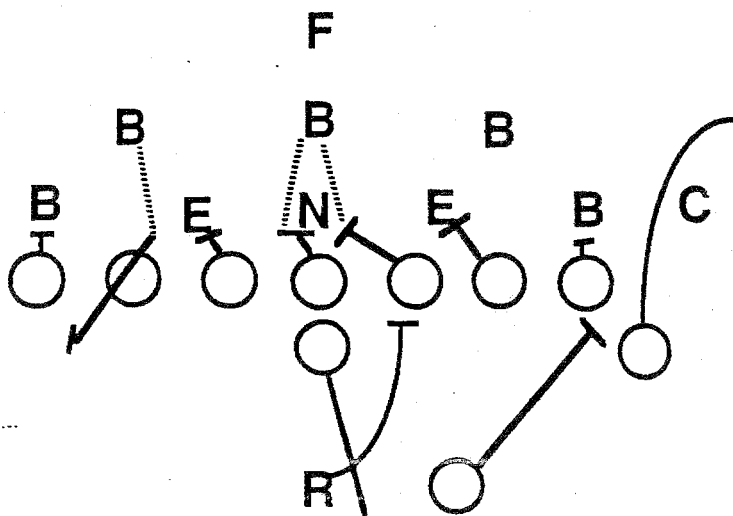
PLAY PASS 60/70



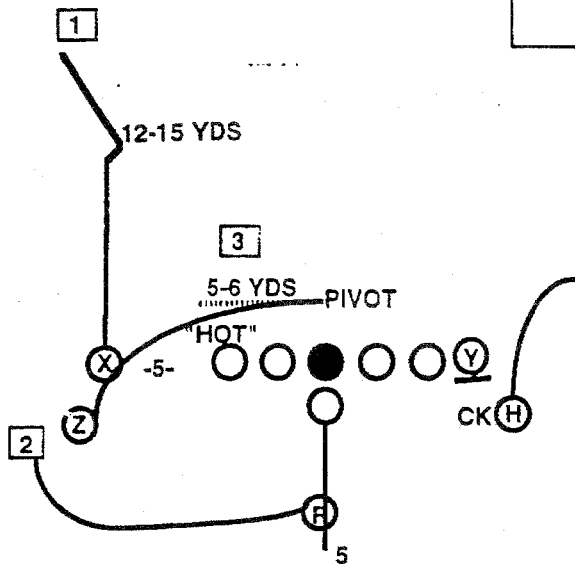
34 EAGLE



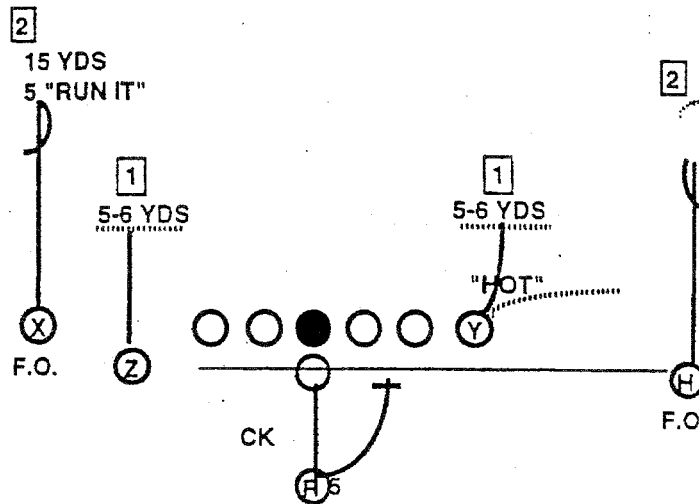
62 62 GAPS



# SY PASSES

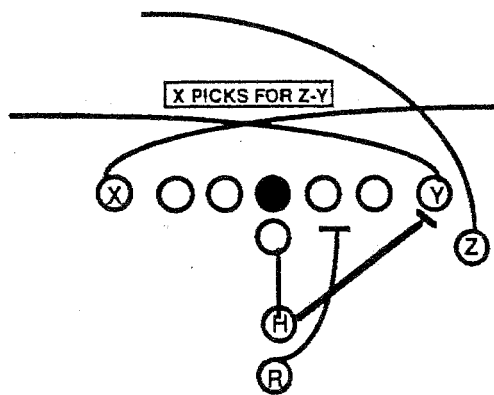


SCRAM TD M (J) EX VICE

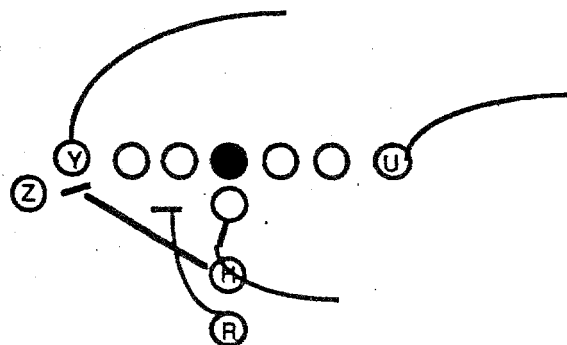


JET DBL DODGE (T) SPREAD SLOT L. SP

# GOAL LINE PASSES

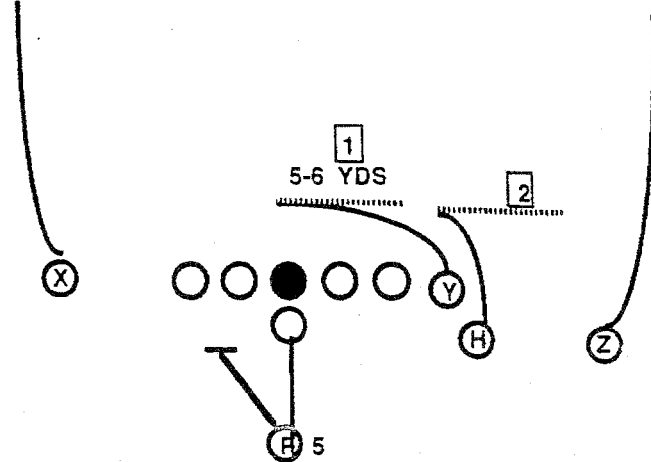
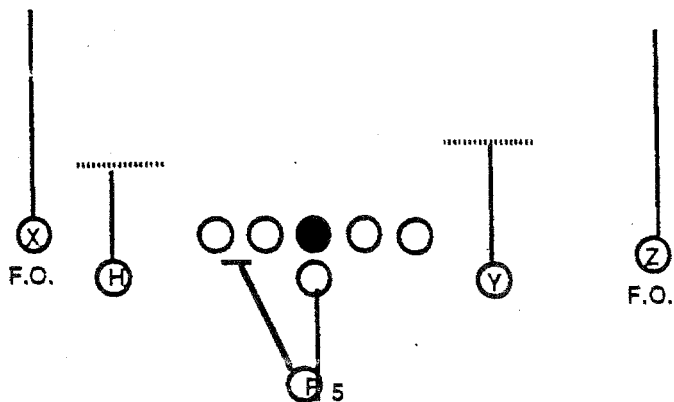


P.P. DBL CROSS (J) DOT



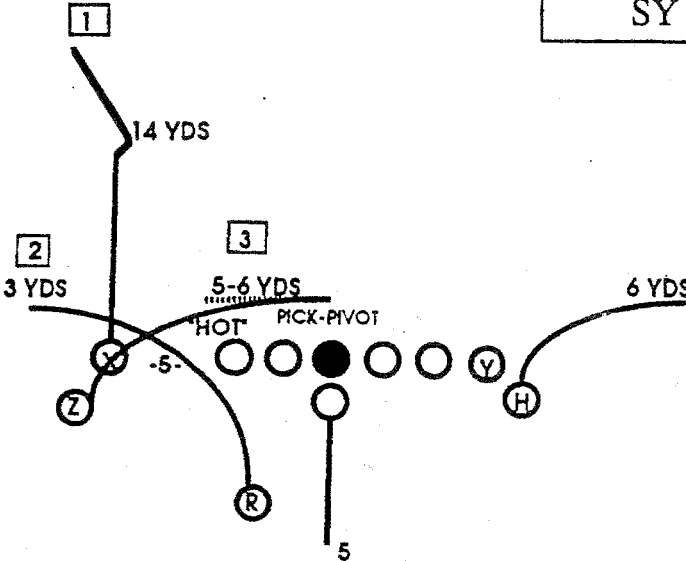
50 WAGGLE (J) DOT

# 2 POINT PASSES

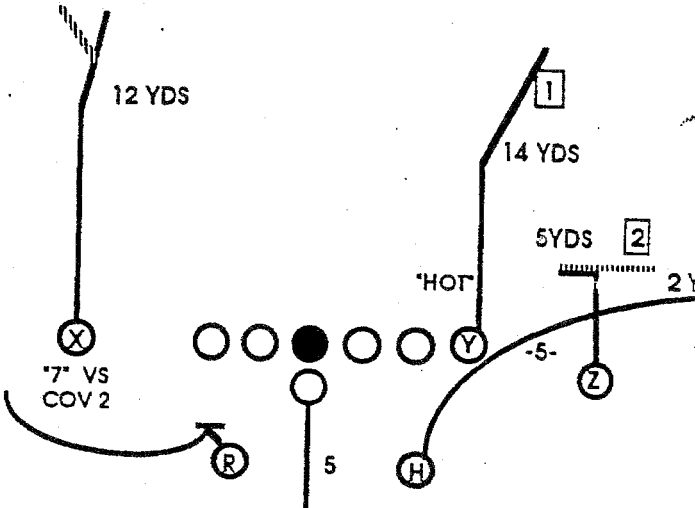


2 POINT PASSES

SY PASSES

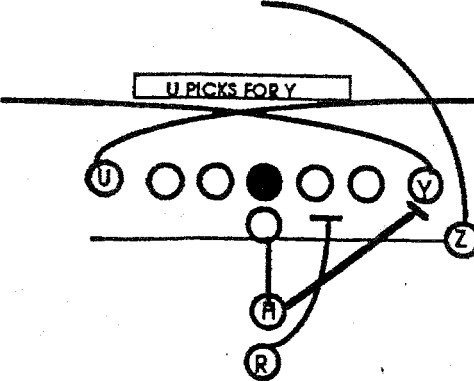


SCRAM TD M (J) EX VICE

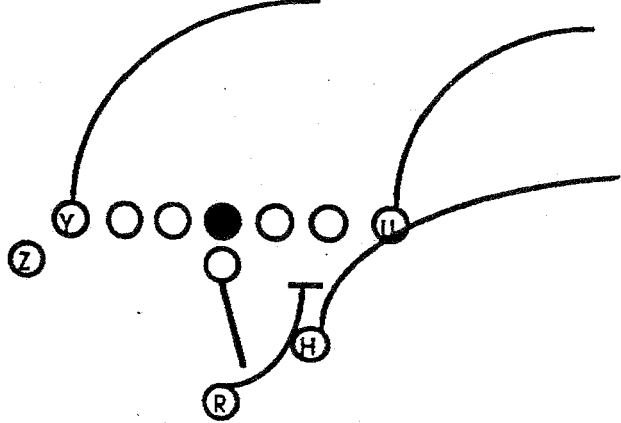


SCAT Z STAR (R) SPLIT ZI

## GOAL LINE PASSES

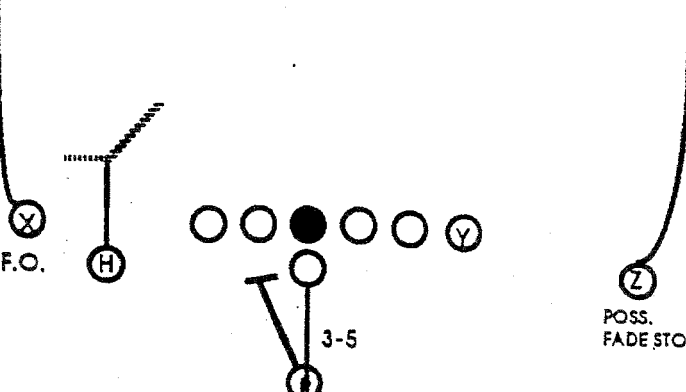


P.P. DBL CROSS (J) DOT

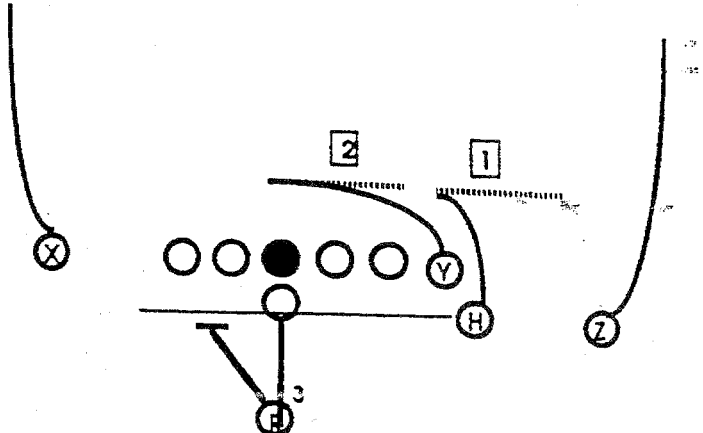


PP 60 H FLAT (J) FAR

2 POINT PASSES

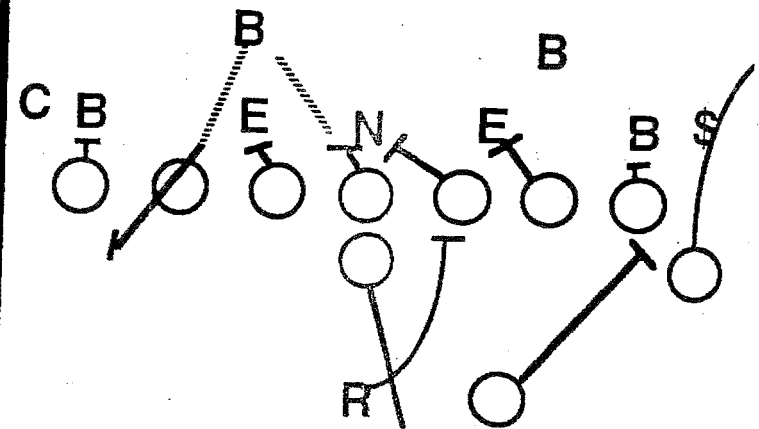
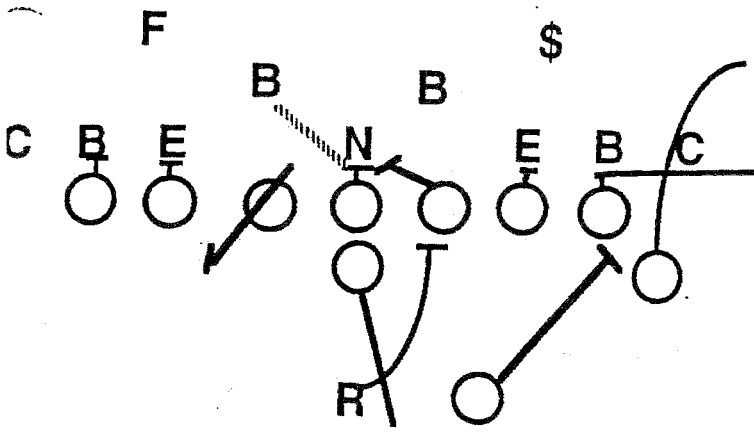


20 GUT DODGE (3) DBL

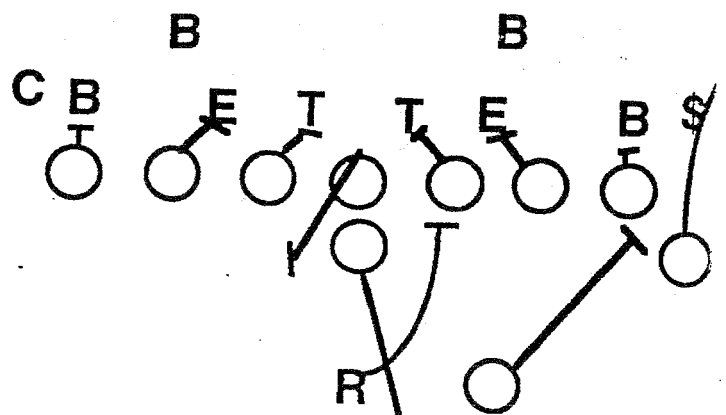
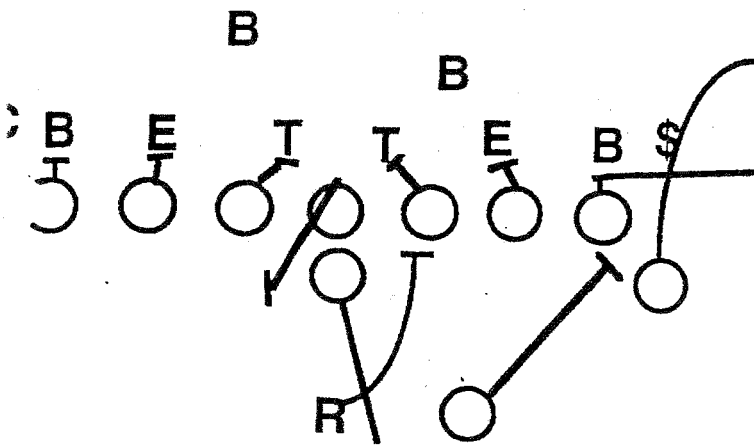


R/L DBI. PIVOT (3) DBI CD

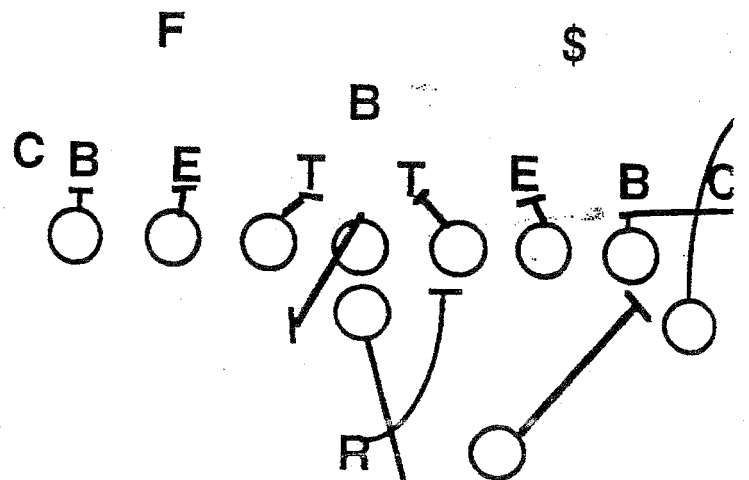
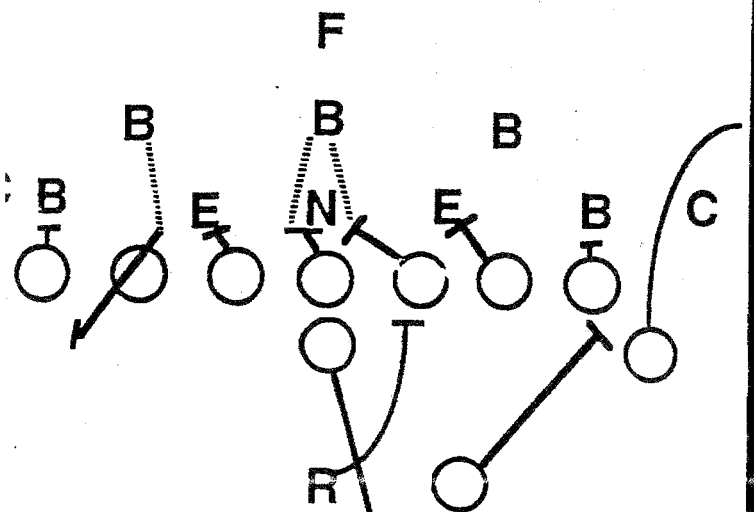
PLAY PASS 60/70



34 EAGLE



62 62 GAPS





# TWO MINUTE OFFENSE

"NO HUDDLE" (ATTACK)  
BASE AUDIBLE PACKAGE (B.A.P)

**FORMATIONS:** (3) DBL AND TRAIN  
(P) DBL AND TANDEM  
(P) SPLIT/CHANGE/DOT  
**CADENCE:** EVERYTHING IS ON "SET-GO" UNLESS OTHERWISE INDICATED BY QB.  
**KILL THE BALL:** RED/BLUE 'KILL'  
**GENERAL RULE:** "WHAT START CLOCK-STOPPS THE CLOCK"

## (3) (P) DBL / TANDUM

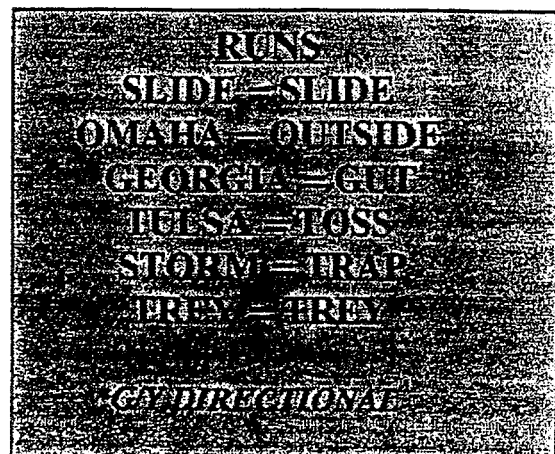
<u>AUDIBLE</u>	<u>PLAY</u>
SCAT DODGE	DBL DODGE
SCAT DBL	DBL PUMP
SCAT TEXAS	H ANGLE DRAG
SCAT EXIT	H SHALLOW CROSS
SCRAM 5	X 5 - H DODGE
HI/LO GIANT	GIANT
HI/LO DIG	DIG
HI/LO STACK	STACK
HI/LO PIVOT	6 PIVOT M
RED/BLUE HOUSTON	HITCHES
RED/BLUE ORLANDO	QK OUTS
RIP/LIZ DETROIT	SLANTS

## (3) (P) TRAIN

<u>AUDIBLE</u>	<u>PLAY</u>
SCAT GIANT	GIANT
SCAT DIG	DIG
OPTION GIANT	GIANT
OPTION DIG	DIG
OPTION STACK	68 STACK
SILVER 81/91	SPEED 'RUN IT'
SILVER 84/94	SPEED 'JUKE'
SILVER 89/99	QK SPEED 19
RED/BLUE HOUSTON	HITCHES
RED/BLUE ORLANDO	QK OUTS
RIP/LIZ DALLAS	DALLAS
RIP/LIZ CINCY	CINCY

## (P) (R) SPLIT / CHANGE

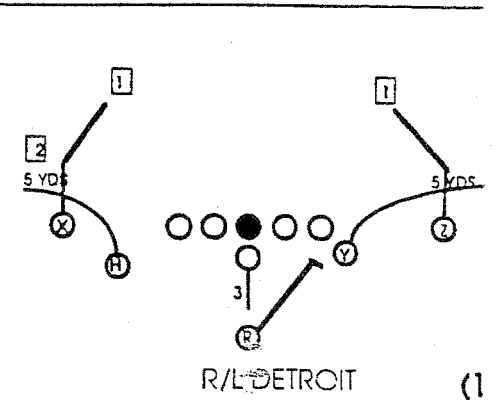
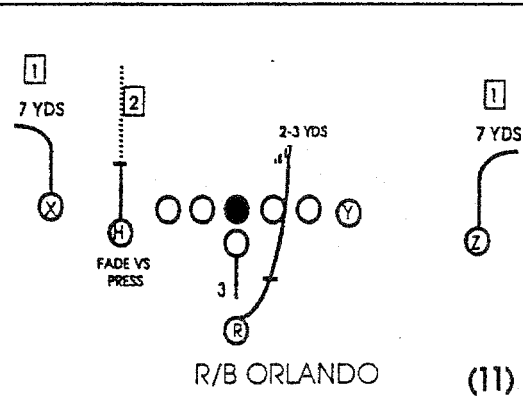
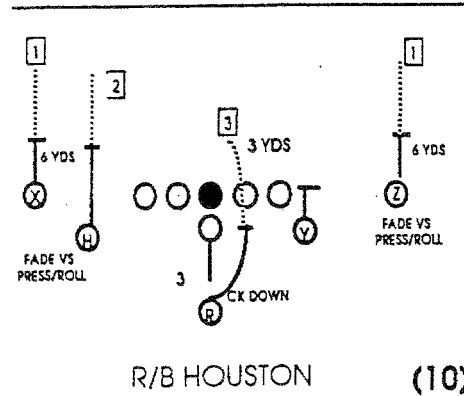
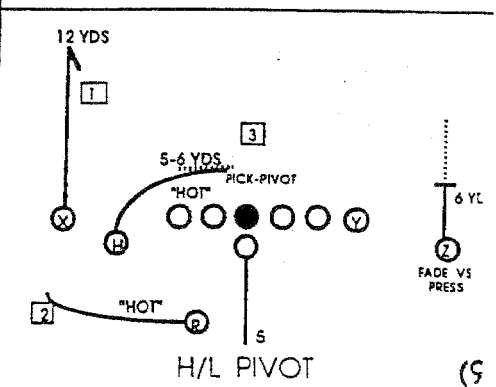
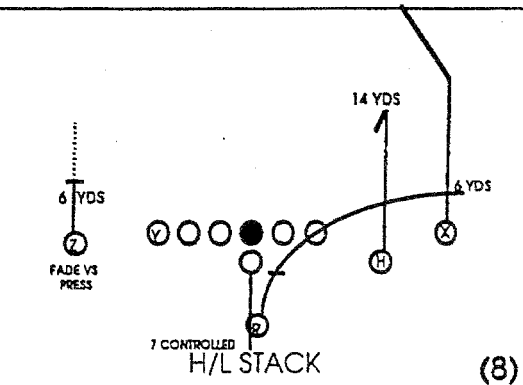
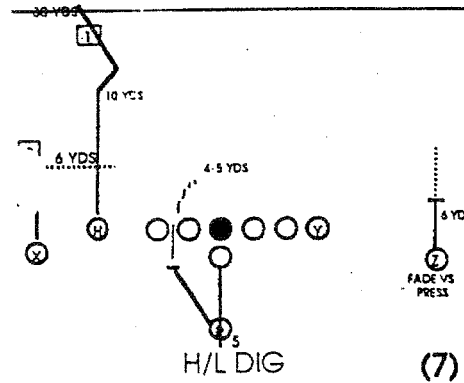
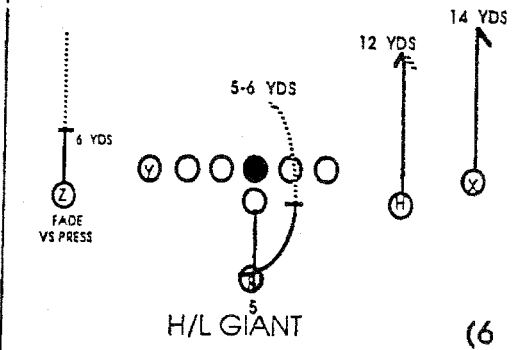
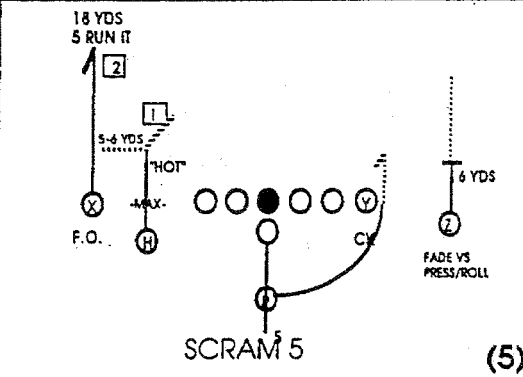
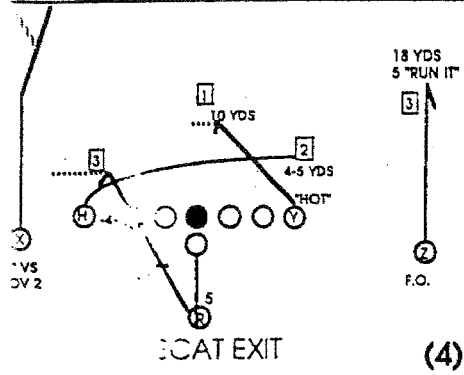
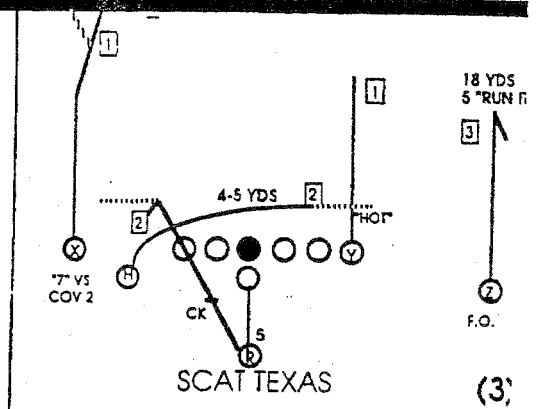
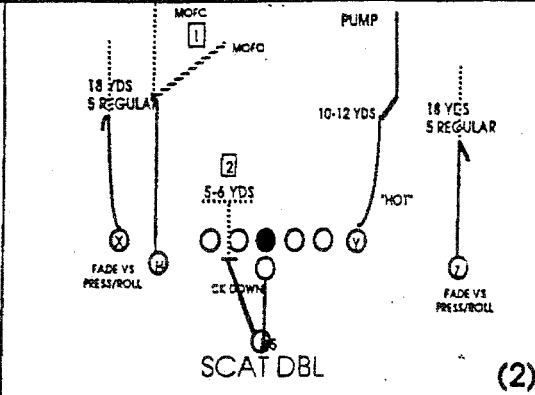
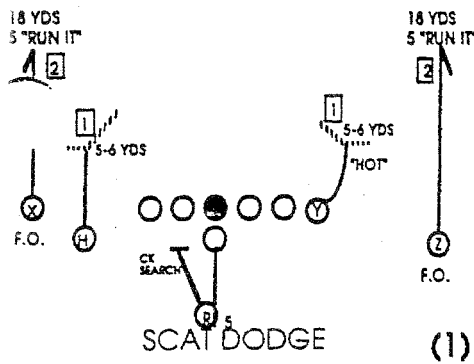
<u>AUDIBLE</u>	<u>PLAY</u>
SCAT TEXAS	H/R ANGLE
SCAT EXIT	X SHALLOW CROSS
SCRAM 5	X 5 - H/R DODGE
RED/BLUE HOUSTON	HITCHES
RED/BLUE ORLANDO	QK OUTS
RIP/LIZ DETROIT	SLANTS



**(3) (P) DBL / TANDUM**

<u>AUDIBLE</u>	<u>PLAY</u>
1 SCAT DODGE	DBL DODGE
2 SCAT DBL	DBL PUMP
3 SCAT TEXAS	H ANGLE DRAG
4 SCAT EXIT	H SHALLOW CROSS
5 SCRAM 5	X 5 - H DODGE
6 HI/LO GIANT	GIANT
7 HI/LO DIG	DIG
8 HI/LO STACK	STACK
9 HI/LO PIVOT	6 PIVOT M
10 RED/BLUE HOUSTON	HITCHES
11 RED/BLUE ORLANDO	QK OUTS
12 RIP/LIZ DETROIT	SLANTS

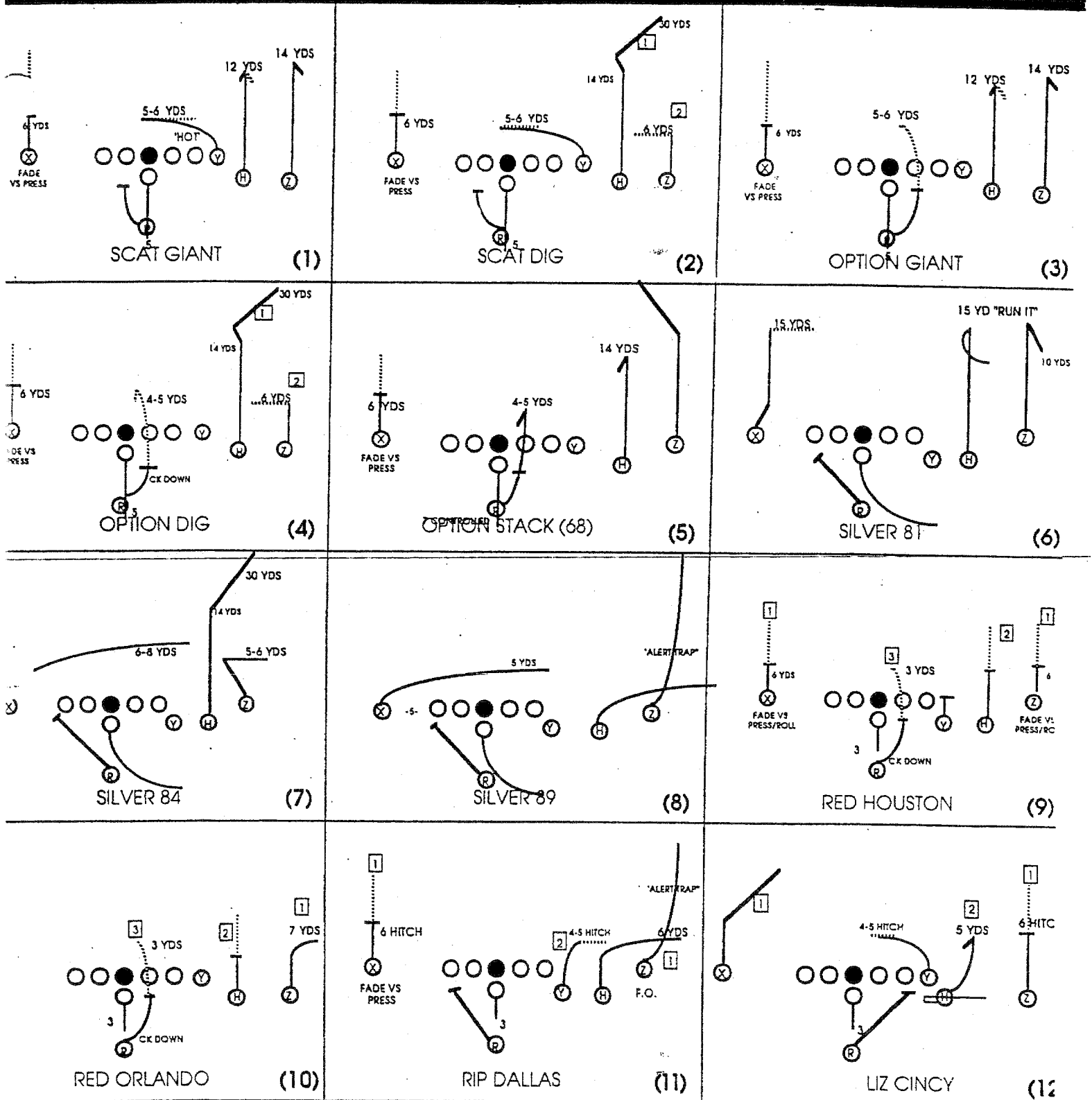
# TWO MINUTE / NO HUDDLE OFFENSE



## (3) (P) TRAIN

<u>AUDIBLE</u>	<u>PLAY</u>
1 SCAT GIANT	GIANT
2 SCAT DIG	DIG
3 OPTION GIANT	GIANT
4 OPTION DIG	DIG
5 OPTION STACK	68 STACK
6 SILVER 81/91	SPEED 'RUN IT'
7 SILVER 84/94	SPEED 'JUKE'
8 SILVER 89/99	QK SPEED 19
9 RED/BLUE HOUTSON	HITCHES
10 RED/BLUE ORLANDO	QK OUTS
11 RIP/LIZ DALLAS	DALLAS
12 RIP/LIZ CINCY	CINCY

# TWO MINUTE / NO HUDDLE OFFENSE

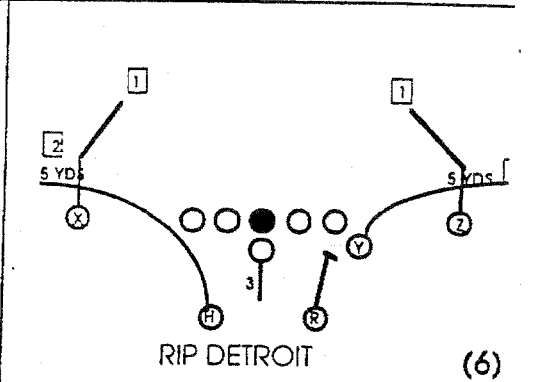
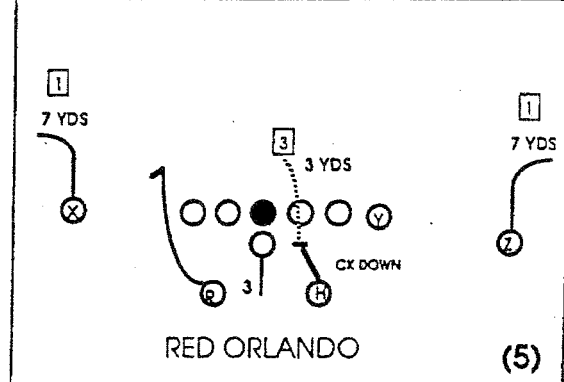
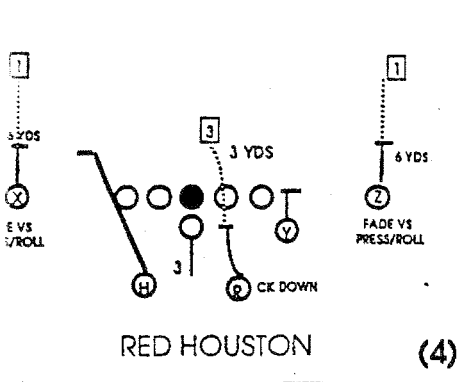
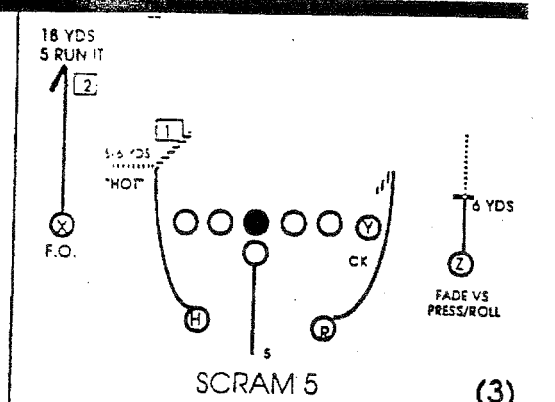
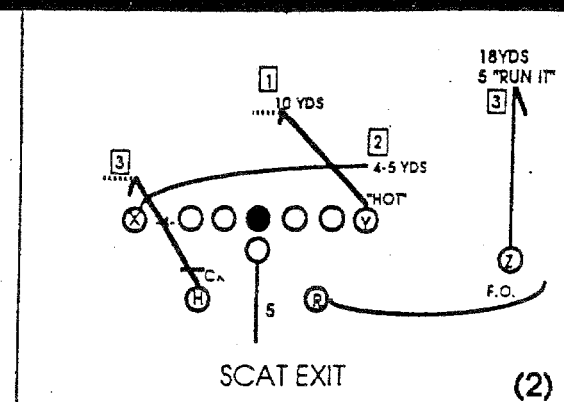
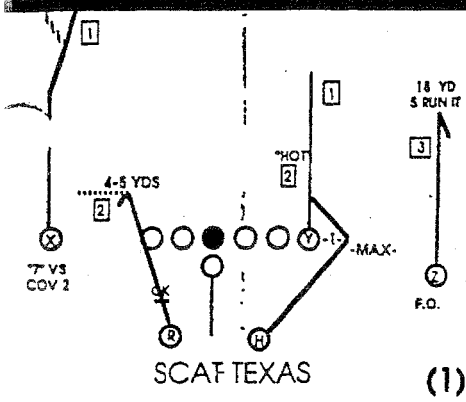


## (P) (R) SPLIT / CHANGE

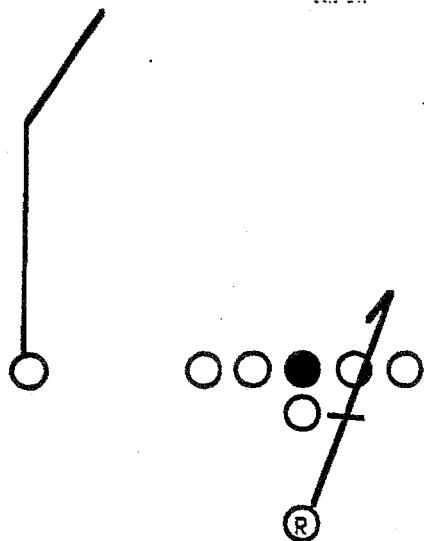
<u>AUDIBLE</u>	<u>PLAY</u>
1 SCAT TEXAS	H/R ANGLE
2 SCAT EXIT	X SHALLOW CROSS
3 SCRAM 5	X 5 - H/R DODGE
4 RED/BLUE HOUSTON	HITCHES
5 RED/BLUE ORLANDO	QK OUTS
6 RIP/LIZ DETROIT	SLANTS

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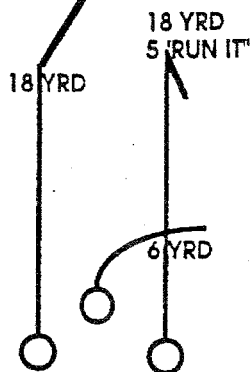
# TWO MINUTE / NO HUDDLE OFFENSE



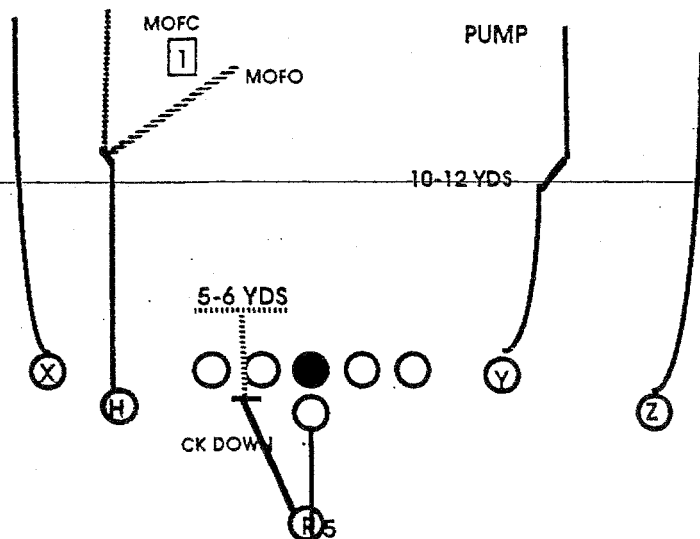
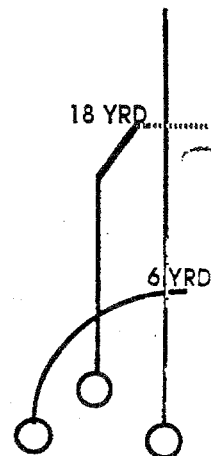
# END OF HALF/GAME



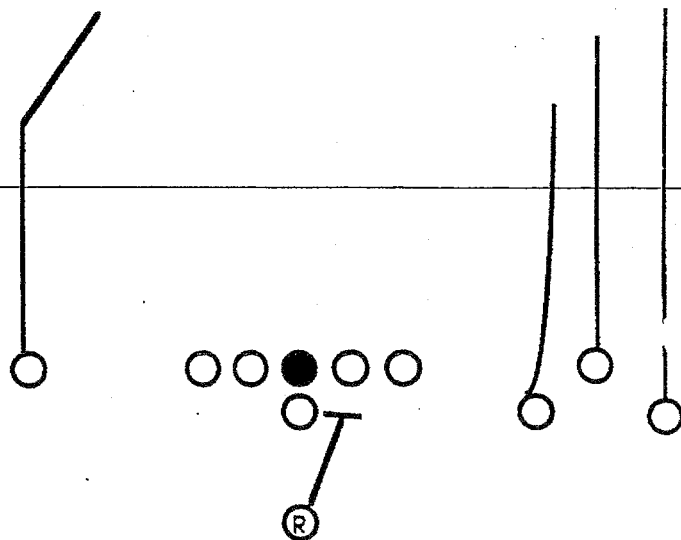
JET 775



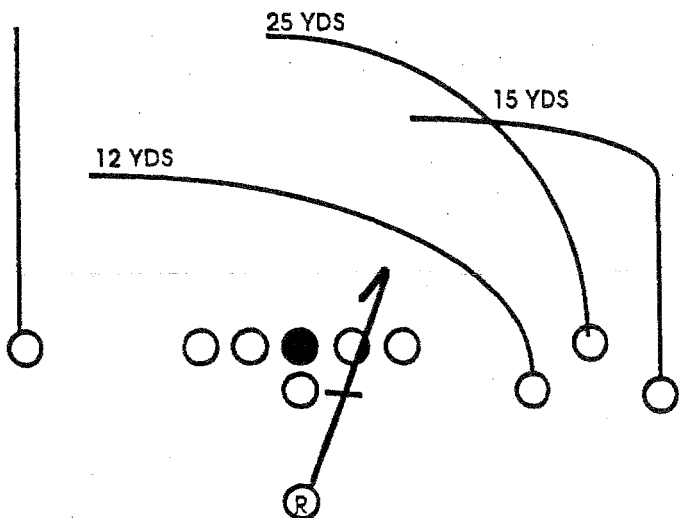
JET DIVIDE



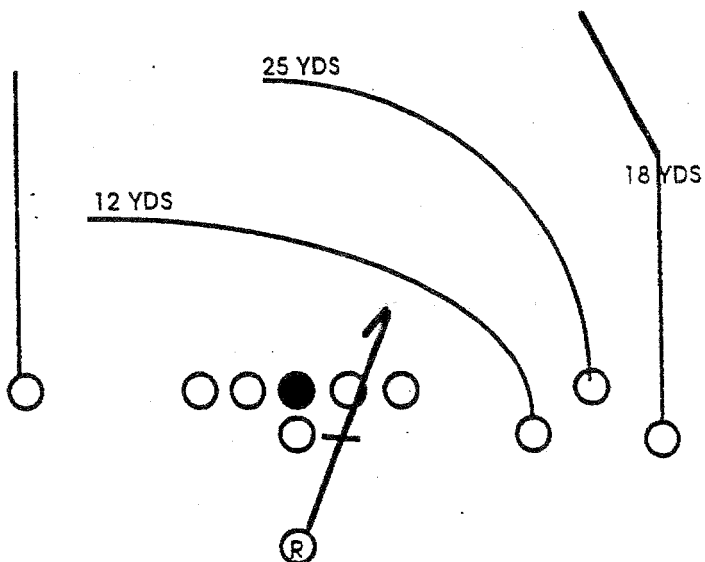
SCAT ALL GO



JET ALLEY OOP



JET WILLIE Z 4



JET WILLIE



## TWO MINUTE/ 5 MINUTE RULES

1. CLOCK START WHEN KICKOFF IS LEGALLY TOUCHED

2. CLOCK START ON SNAP OF BALL:

PLAYER GOES OUT OF BOUNDS  
AFTER TWO MINUTE WARNING  
CHANGE OF POSSESSION  
INCOMPLETE PASS  
TIME OUT  
TOUCHDOWN

3. CLOCK STARTS ON REFEREE'S SIGNAL

AFTER A KICK OFF  
SACK  
(1) *FIRST DOWN*

**GENERAL RULE: IF OFFICIAL STOPS THE CLOCK- OFFICIAL STARTS IT  
IF A PLAY STOPS THE CLOCK - A PLAY STARTS IT**

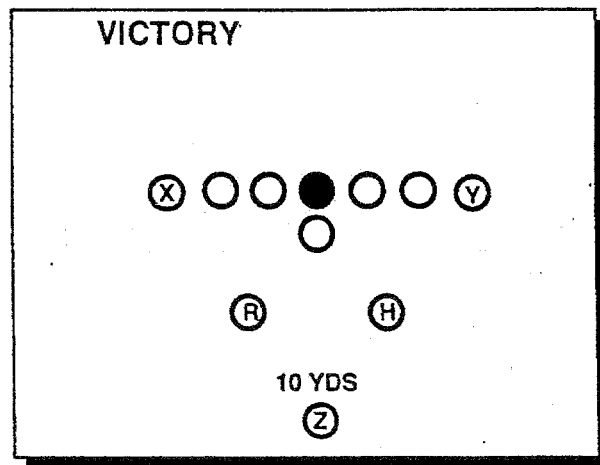
4. EXCEPT FOR EXTREME CASES THE QUARTERBACK IS THE ONLY ONE TO CALL A TIME OUT.

5. A PLAYER CAN CALL HIMSELF "DOWN" IF HE DOES NOT HAVE ENOUGH TIME TO GET OUT OF BOUNDS.

6. MOST COMMONG ERROR IN TWO MINUTE IS THINKING BALL WAS COMPLETED AND **RUN OUT-OF-BOUNDS** BUT WAS MARKED AS **FORWARD PROGRESS** AND CLOCK REMAINS RUNNING.

#### (4) FOUR-MINUTE OFFENSE

1. QB alert team we are in a (4) four minute situation.
  - a) Sideline will alert you to whether a **first down** is needed or not.
2. Always huddle but DO NOT take too long in the huddle, let the QB work the clock at the L.O.S..
3. Keep ball away from sidelines.
4. Ball carriers cover ball with both hands and get up slowly.
5. If we are forced to throw , QB take the Sack :
  - a) **unless 100% sure of the completion.**
  - b) **rather than stop the clock with an incompletion.**
6. If we get into a situation where we can take a knee we will use the VICTORY FORMATION:



- a) QB takes snap and stays up as long as possible.
- b) R and H **protect** the **Ball** and the **QB** (in that order).
- c) Z be alert for any fumble or mis-cue.

# 1998 TRAINING CAMP CATALOG

## ROUTES

QUICKS	1-4
INDIVIDUALS	5-6
HORIZONTAL	7-10
ISOLATION	11-12
DODGES	13-14
GIANTS	15-16
3 LEVEL	17-18
DIG	19-20
FLATS/STAR	21-22
DRIVES	23-24
LINES	25-26
VERT: BASIC	27-28
VERT: DBL POSTS	29-30
VERT: SPECIALS	31-32
PLAY ACTION	33-36
ACTION PASS	37-38

3RD DOWN ROUTES	40
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RED ZONE ROUTES	41-42
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BASE RUNS	43-45
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## PROTECTIONS

QUICKS	46
BASE-HL(HOT)	47
SCAT	48-49
JET - DART	50
OPTION-FOX-PHB	51
F/L AND SCRAM	52
MISC.	53

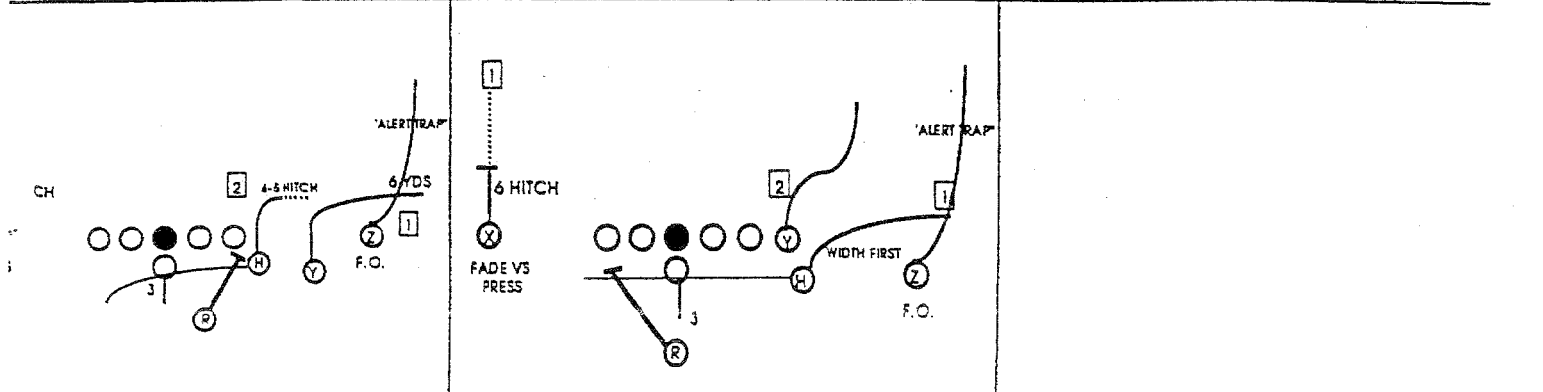
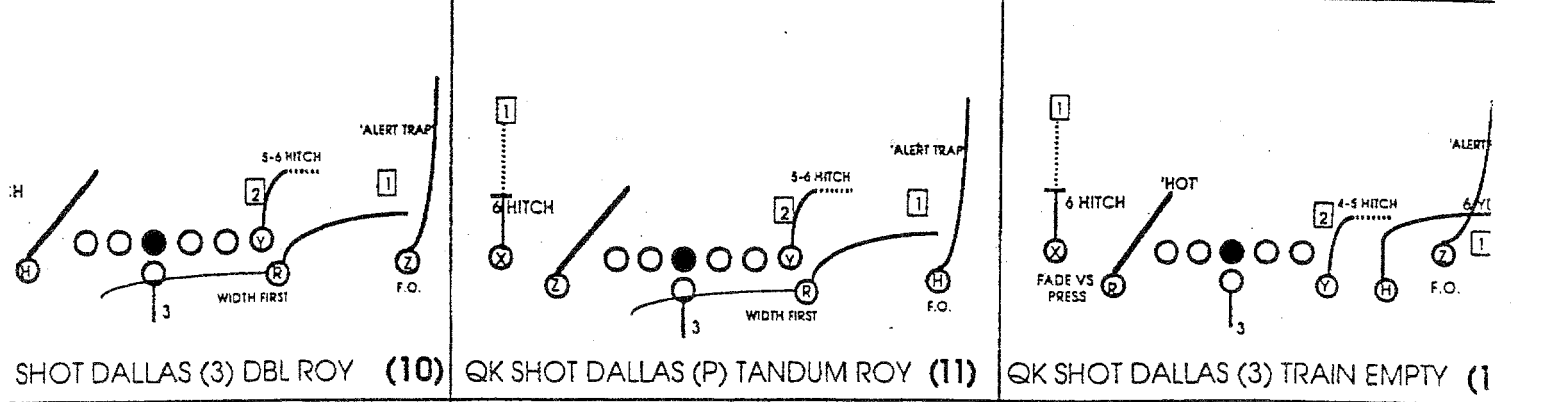
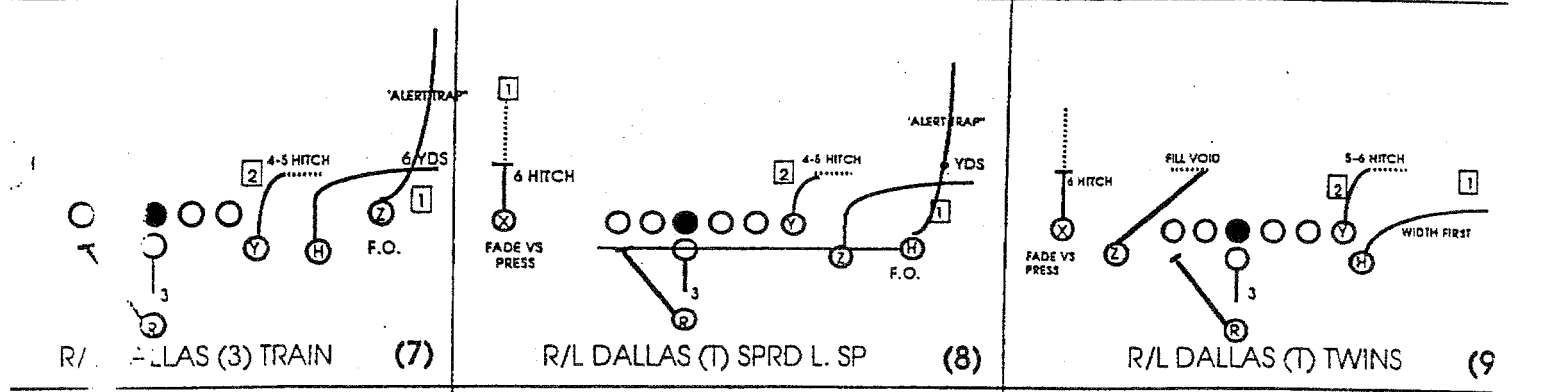
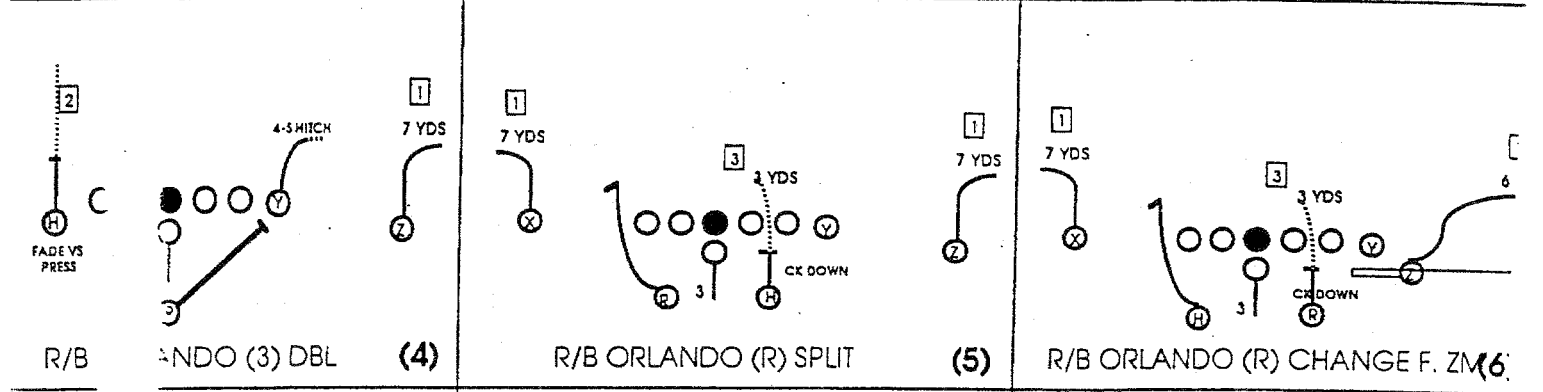
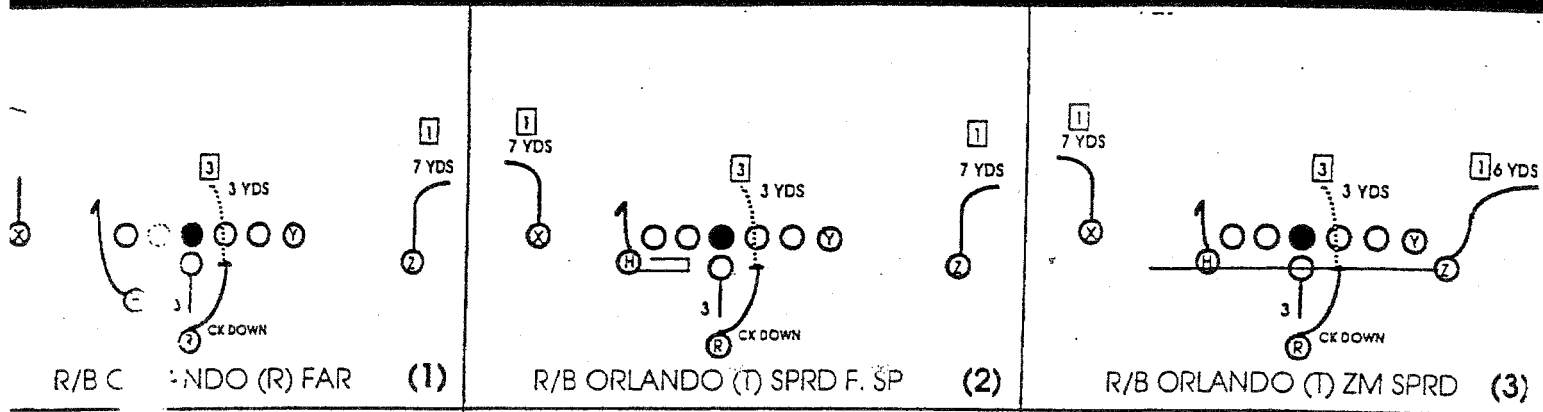
## PLAY BY PERSONNEL/FORMATION

(3) WIDES	54-56
(4) WIDES	56
(E)	56
(R)EGULAR	57-59
(T)IGER	60-61

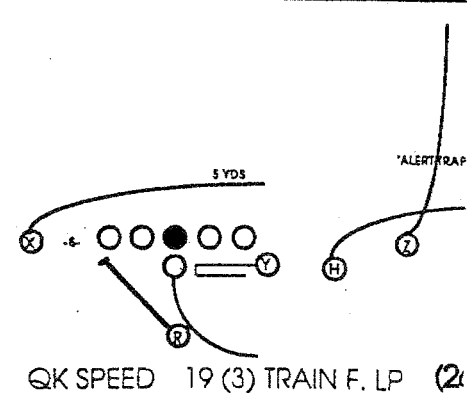
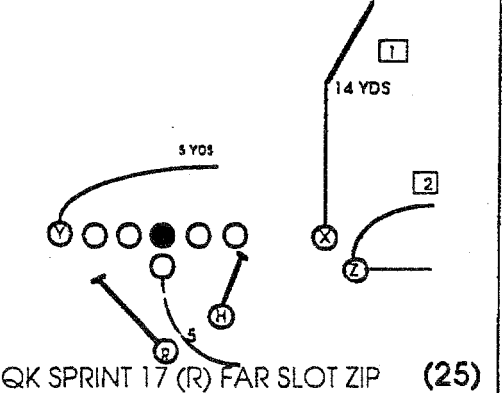
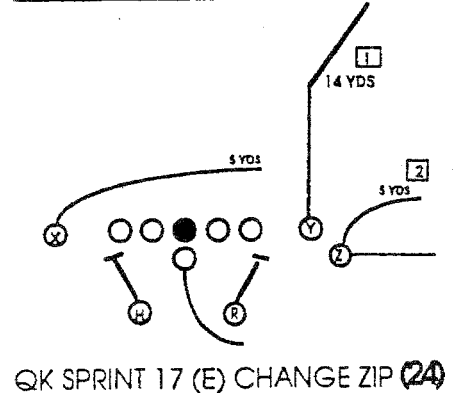
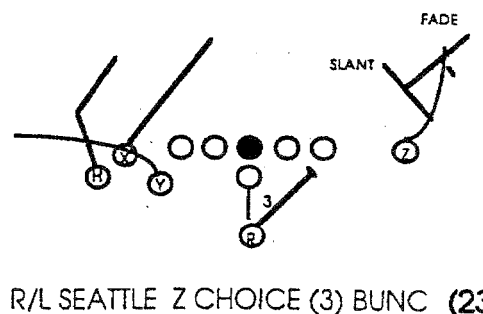
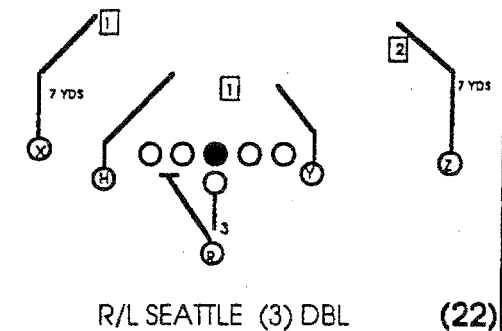
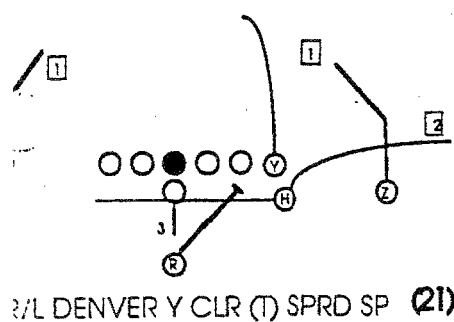
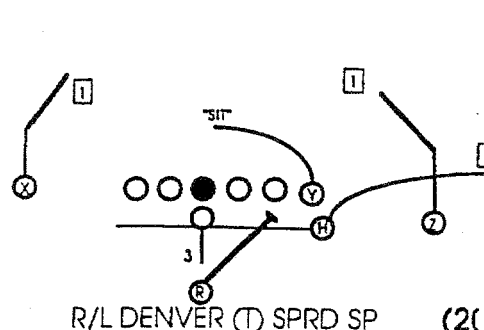
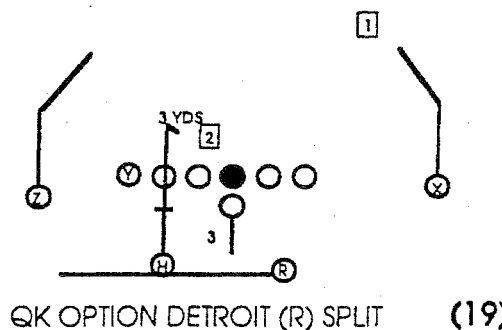
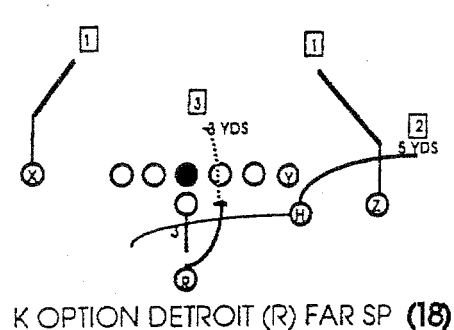
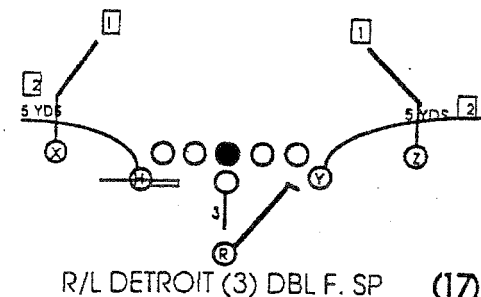
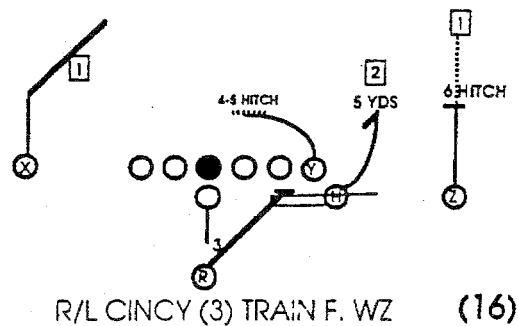
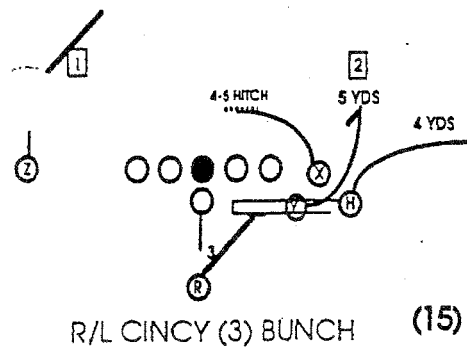
## FORMATIONS

ALPHA ORDER	62-69
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<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	R	FAR ( F. SP/NR WZ)	R/B	ORLANDO
2	T	SPRD (F. SP)	R/B	ORLANDO
3	T	SPRD ZM	R/B	ORLANDO
4	3	DBL ( F. SP / HIP)	R/L	ORLANDO
5	R	SPLIT	R/B	ORLANDO
6	R	CHANGE F. ZM	R/B	ORLANDO
7	3	TRAIN	R/L	DALLAS
8	T	SPRD L. SP	R/L	DALLAS
9	T	TWINS	R/L	DALLAS
10	3	DBL ROY	QK SHOT	DALLAS
11	P	TANDUM ROY	QK SHOT	DALLAS
12	3	TRAIN EMPTY	QK SHOT	DALLAS
13	E	CHANGE SP	R/L	DALLAS
14	T	SPRD SP	R/L	DALLAS PUMP
15	3	BUNCH F. WZ	R/L	CINCY
16	3	TRAIN F. WZ	R/L	CINCY
17	3	DBL F. SP	R/L	DETROIT
	T	SPRD F. SP	R/L	DETROIT
18	R	FAR SP	QK OPT	DETROIT
19	R	SPLIT	QK OPT	DETROIT
20	T	SPRD SP	R/L	DENVER
21	T	SPRD SP	R/L	DENVER Y CL
22	3	DBL	R/L	SEATTLE
23	3	BUNCH	R/L	SEATTLEZ CHOICE
24	E	CHANGE ZIP	QK SPRT	17
25	R	FAR SLOT ZIP	QK SPRT	17
26	3	TRAIN EX F. LP	QK SPD	19

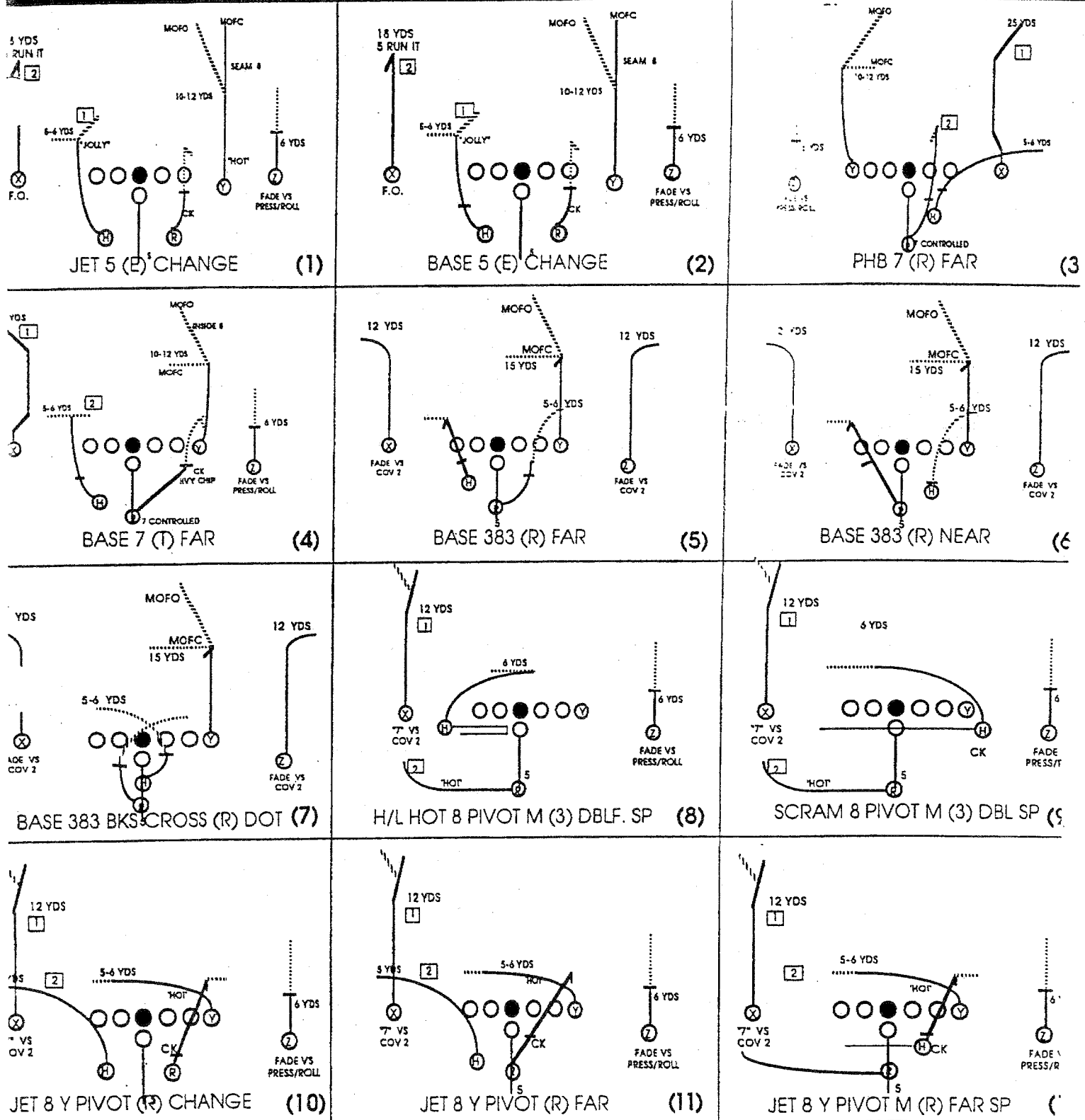


NO.	P	FORMATION	PLAY	DISCRIPT
1	R	FAR ( F. SP/NR WZ)	R/B	ORLANDO
2	T	SPRD (F. SP)	R/B	ORLANDO
3	T	SPRD ZM	R/B	ORLANDO
4	3	DBL ( F. SP / HIP)	R/L	ORLANDO
5	R	SPLIT	R/B	ORLANDO
6	R	CHANGE F. ZM	R/B	ORLANDO
7	3	TRAIN	R/L	DALLAS
8	T	SPRD L. SP	R/L	DALLAS
9	T	TWINS	R/L	DALLAS
10	3	DBL ROY	QK SHOT	DALLAS
11	P	TANDUM ROY	QK SHOT	DALLAS
12	3	TRAIN EMPTY	QK SHOT	DALLAS
13	E	CHANGE SP	R/L	DALLAS
14	T	SPRD SP	R/L	DALLAS PUMP
15	3	BUNCH F. WZ	R/L	CINCY
16	3	TRAIN F. WZ	R/L	CINCY
17	3	DBL F. SP	R/L	DETROIT
	T	SPRD F. SP	R/L	DETROIT
18	R	FAR SP	QK OPT	DETROIT
19	R	SPLIT	QK OPT	DETROIT
20	T	SPRD SP	R/L	DENVER
21	T	SPRD SP	R/L	DENVER Y CL
22	3	DBL	R/L	SEATTLE
23	3	BUNCH	R/L	SEATTLEZ CHOICE
24	E	CHANGE ZIP	QK SPRT	17
25	R	FAR SLOT ZIP	QK SPRT	17
26	3	TRAIN EX F. LP	QK SPD	19

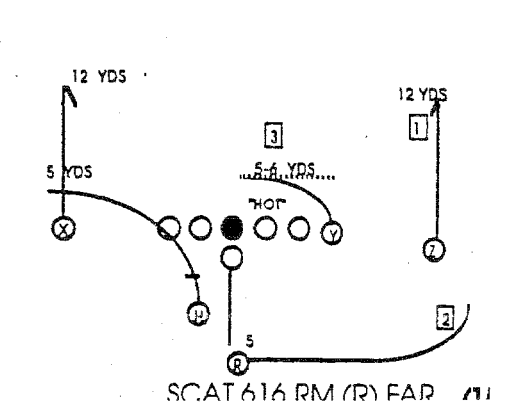
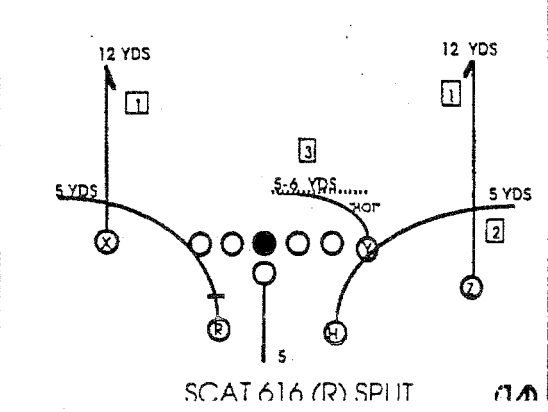
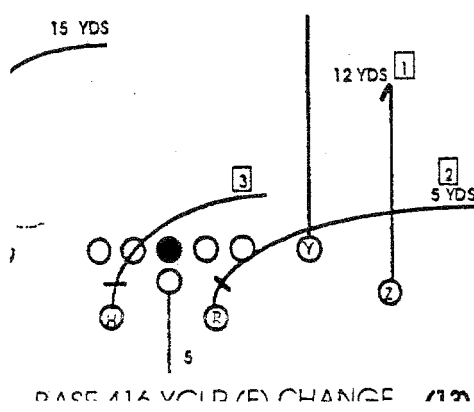
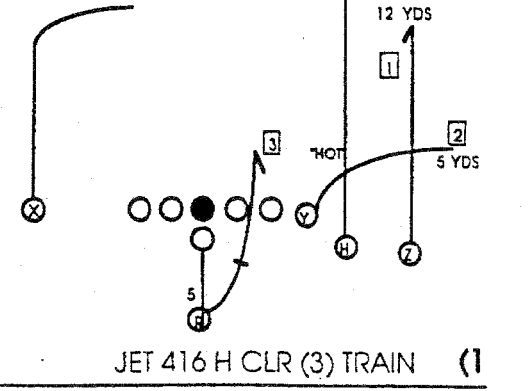
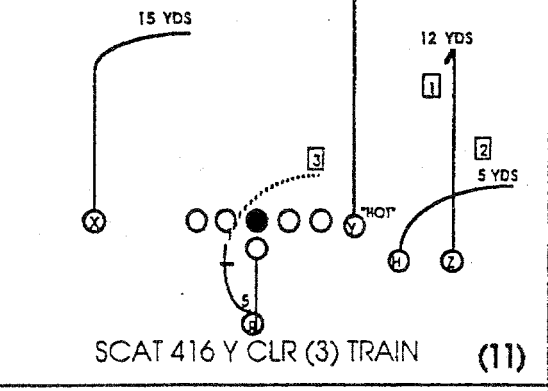
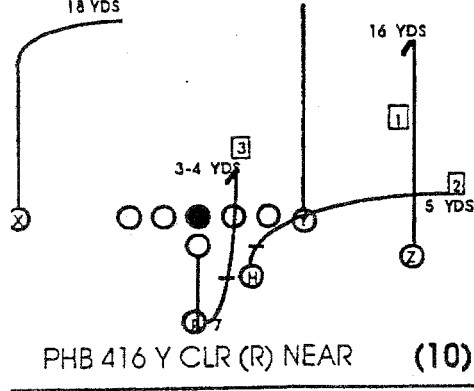
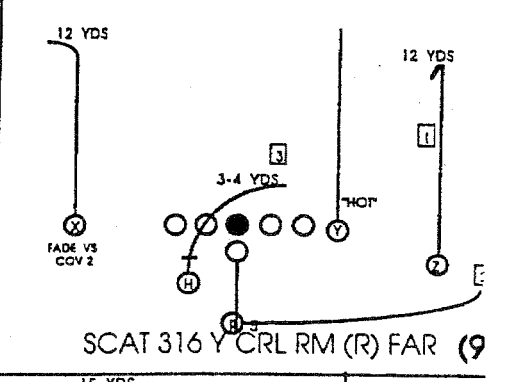
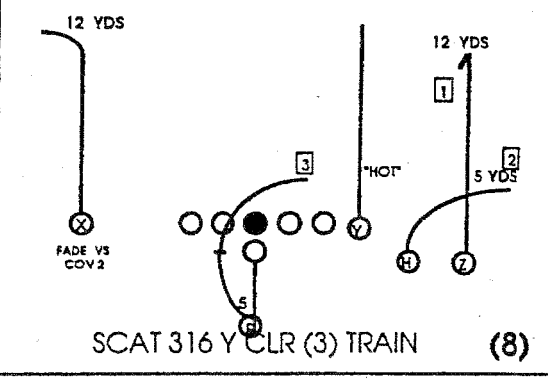
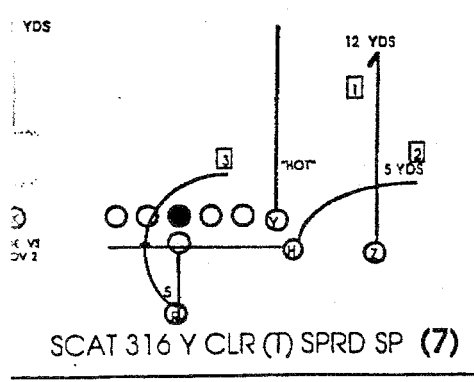
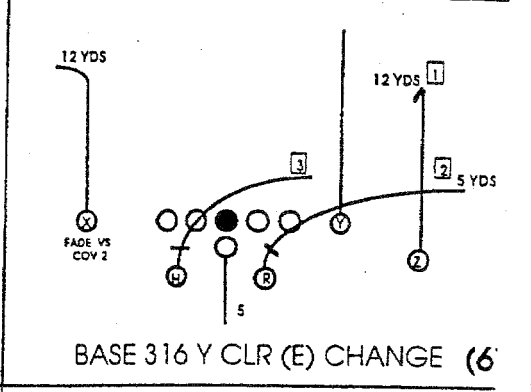
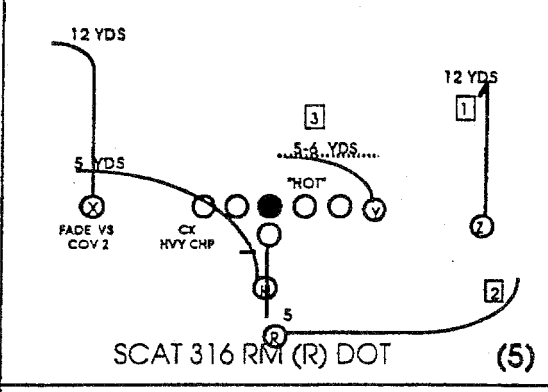
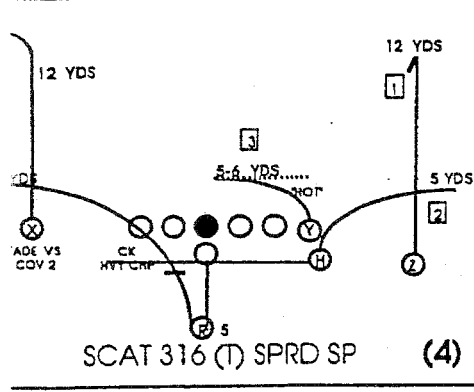
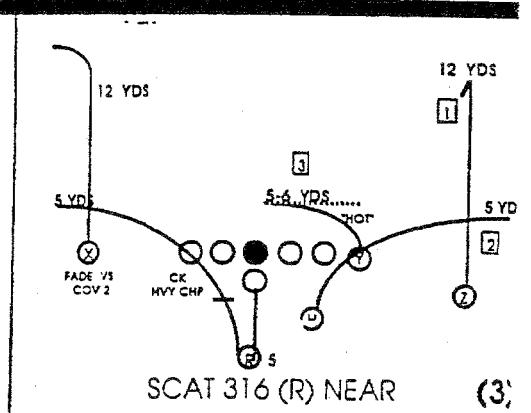
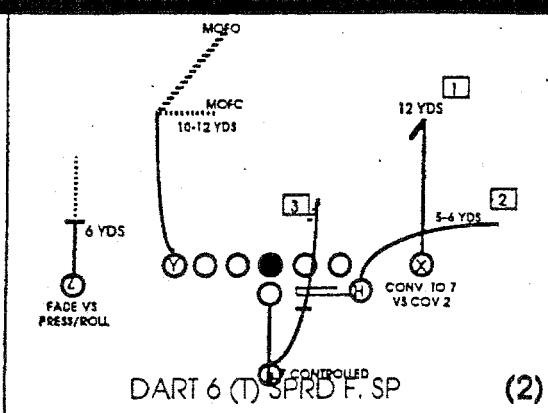
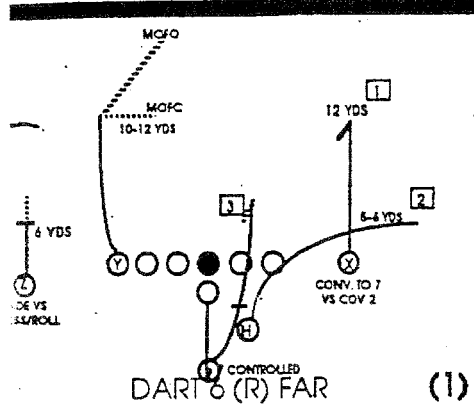


<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	E	CHANGE	JET	5
2	E	CHANGE	BASE	5
3	R	FAR	PHB	7
4	T	FAR	BASE	7
5	R	FAR	BASE	383
6	R	NEAR	BASE	383
7	R	DOT	BASE	383 BKS CROSS
8	3	DBL F. SP	H/L HOT	8 PIVOT M
9	3	DBL SP	SCRAM	8 PIVOT M
	R	FAR SP	SCRAM	8 PIVOT M
	T	SPRD SP	SCRAM	8 PIVOT M
10	R	CHANGE	JET	8 Y PIVOT
11	R	FAR	JET	8 Y PIVOT
12	R	FAR SP	JET	8 Y PIVOT M





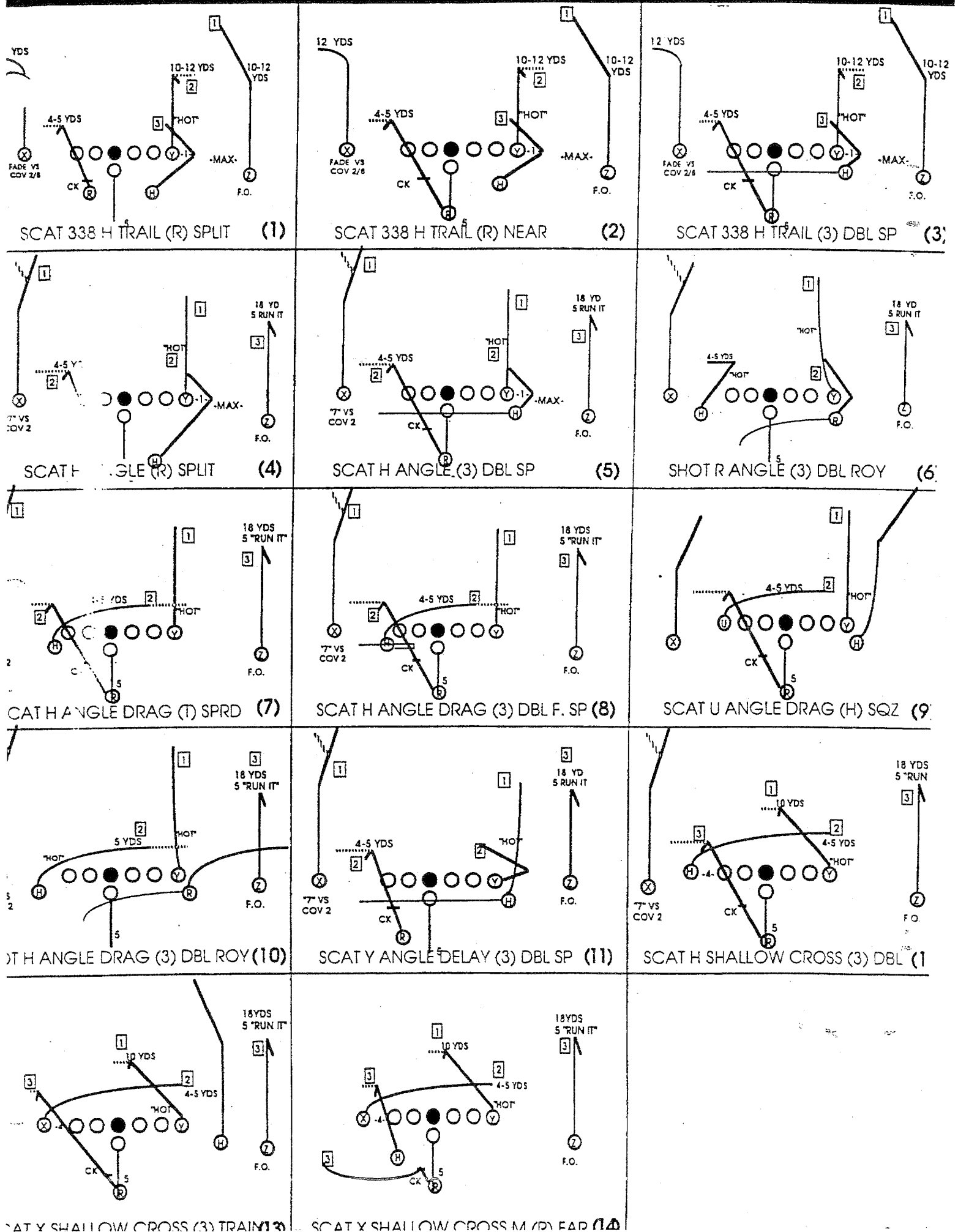
<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	R	FAR	DART	6
2	T	SPRD F. SP	DART	6
3	R	NEAR	SCAT	316
4	T	SPRD SP	SCAT	316
5	R	DOT	SCAT	316 RM
6	E	CHANGE	BASE	316 Y CLR
7	T	SPRD SP	SCAT	316 Y CLR
8	3	TRAIN	SCAT	316 Y CLR
9	R	FAR	SCAT	316 Y CLR RM
10	R	NEAR	PHB	416 Y CLR
11	3	TRAIN	SCAT	416 Y CLR
12	3	TRAIN	JET	416 H CLR
13	E	CHANGE	BASE	416 Y CLR
14	R	SPLIT	SCAT	616
15	R	FAR	SCAT	616 RM
16	R	FAR	SCAT	816 RM
17	R	NEAR	SCAT	816 Y CLR
18	3	TRAIN	SCAT	816 Y CLR
19	R	FAR	SCAT	816 Y CLR RM
20	E	SPLIT	BASE	666 BKS M
21	3	DBL F. SP	DART	CURL
22	T	SPRD	DART	CURL
23	T	SPRD	H/L HOT	6 PIVOT M
24	T	SPRD ZM	H/L HOT	6 PIVOT M
25	R	NEAR ZIP	SCRAM	6 Z PIVOT M
26	3	VICE F. ZM	SCRAM	086
27	E	CHANGE ZIP	BASE	086
28	3	DBL HIP	H/L HOT	086



<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	R	FAR	DART	6
2	T	SPRD F. SP	DART	6
3	R	NEAR	SCAT	316
4	T	SPRD SP	SCAT	316
5	R	DOT	SCAT	316 RM
6	E	CHANGE	BASE	316 Y CLR
7	T	SPRD SP	SCAT	316 Y CLR
8	3	TRAIN	SCAT	316 Y CLR
9	R	FAR	SCAT	316 Y CLR RM
10	R	NEAR	PHB	416 Y CLR
11	3	TRAIN	SCAT	416 Y CLR
12	3	TRAIN	JET	416 H CLR
13	E	CHANGE	BASE	416 Y CLR
14	R	SPLIT	SCAT	616
15	R	FAR	SCAT	616 RM
16	R	FAR	SCAT	816 RM
17	R	NEAR	SCAT	816 Y CLR
18	3	TRAIN	SCAT	816 Y CLR
19	R	FAR	SCAT	816 Y CLR RM
20	E	SPLIT	BASE	666 BKS M
21	3	DBL F. SP	DART	CURL
22	T	SPRD	DART	CURL
23	T	SPRD	H/L HOT	6 PIVOT M
24	T	SPRD ZM	H/L HOT	6 PIVOT M
25	R	NEAR ZIP	SCRAM	6 Z PIVOT M
26	3	VICE F. ZM	SCRAM	086
27	E	CHANGE ZIP	BASE	086
28	3	DBL HIP	H/L HOT	086

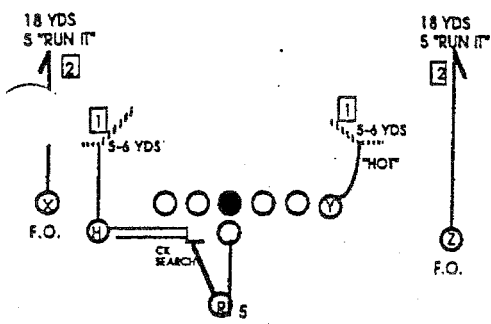
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<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	R	SPLIT	SCAT	338 H TRAIL
2	R	NEAR	SCAT	338 H TRAIL
3	3	DBL SP/TRAIN F. WZ	SCAT	338 H TRAIL
4	E/R	SPLIT	SCAT	ANGLE (H)
5	3	DBL SP	SCAT	ANGLE (H)
	R	FAR SP	SCAT	ANGLE (H)
6	3	DBL ROY	SHOT	ANGLE (R)
7	T	SPRD	SCAT	ANGLE DRAG (H)
8	3	DBL F. SP	SCAT	ANGLE DRAG (H)
9	H	SQZ	SCAT	ANGLE DRAG (U)
10	3	DBL ROY	SHOT	ANGLE DRAG (H)
11	3	DBL SP	SCAT	ANGLE DELAY (Y)
12	3	DBL	SCAT	SHALLOW CROSS (H)
13	3	TRAIN	SCAT	SHALLOW CROSS (X)
14	R	FAR /NEAR WZ	SCAT	SHALLOW CROSS (X) M

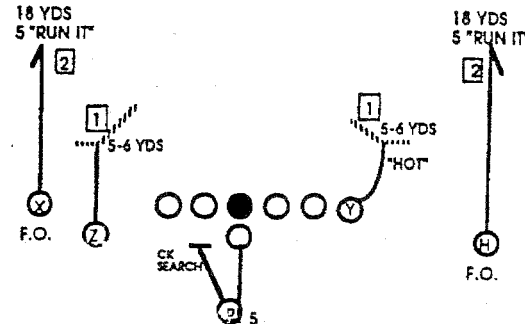


<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	3	DBL F. SP	SCAT	DODGE (DBL)
2	P	TANDUM	SCAT	DODGE (DBL)
3	3	TRAIN WZ	SCAT	DODGE (DBL)
4	T	SPRD	JET	DODGE (DBL)
5	T	SPRD	SCAT	DODGE (DBL)
6	T	SPRD SLOT L. SP	SCAT	DODGE (DBL)
7	3	DBL F. ZM	SCAT	CHEVY
8	T	SPRD SLOT SP	SCAT	CHEVY
9	T	SPRD ZG	SCAT	CHEVY
10	3	DBL F. ZM	SCAT	FORD
11	R	FAR SLOT SP	SCAT	FORD
12	T	SPRD ZG	SCAT	FORD

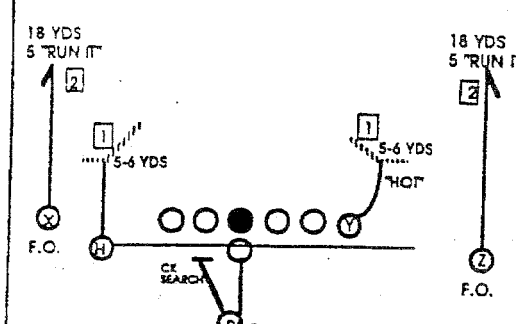




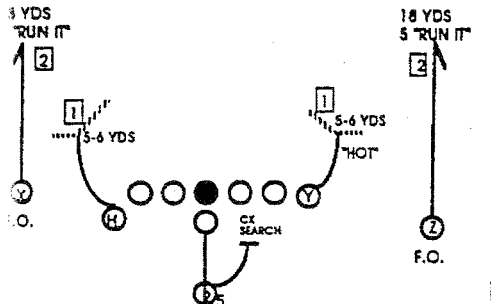
SCAT DBL DODGE (3) DBL F. SP (1)



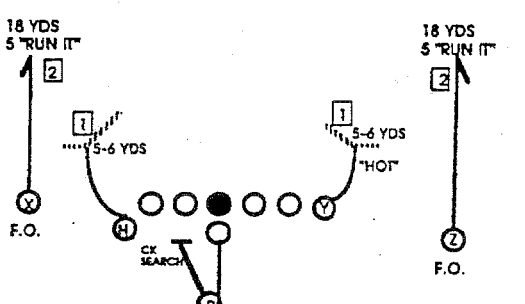
SCAT DBL DODGE (P) TANDUM (2)



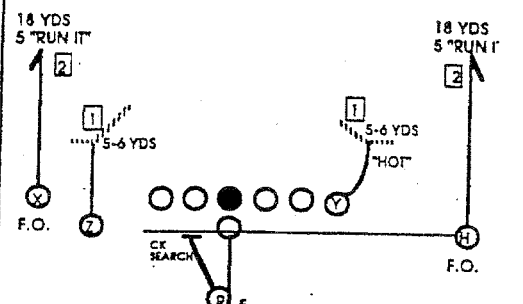
SCAT DBL DODGE (3) TRAIN WZ (3)



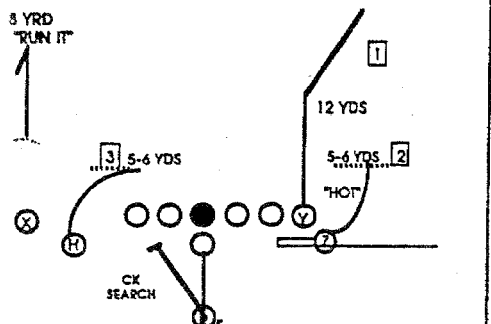
JET DBL DODGE (T) SPRD (4)



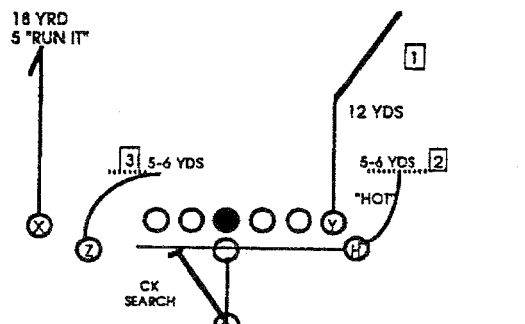
SCAT DBL DODGE (T) SPRD (5)



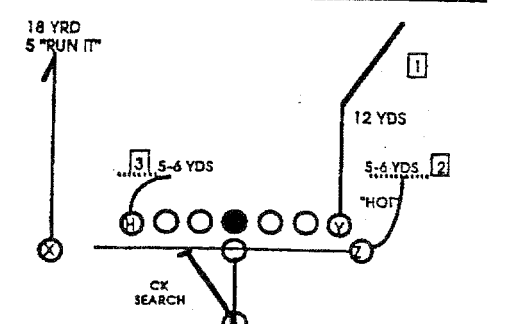
SCAT DBL DODGE (T) SPRD SLOT L. SP (6)



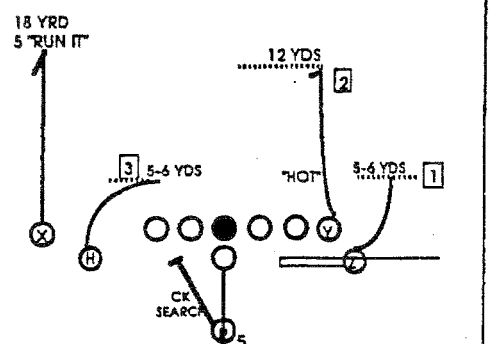
SCAT CHEVY (3) DBL F. ZM (7)



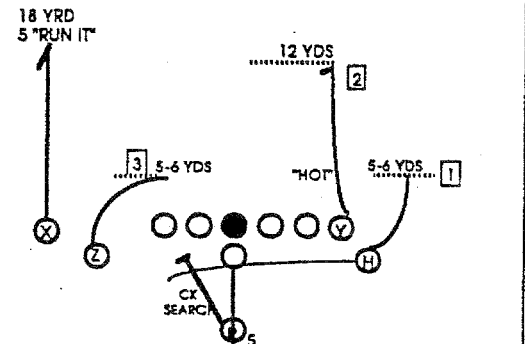
SCAT CHEVY (T) SPRD SLOT SP (8)



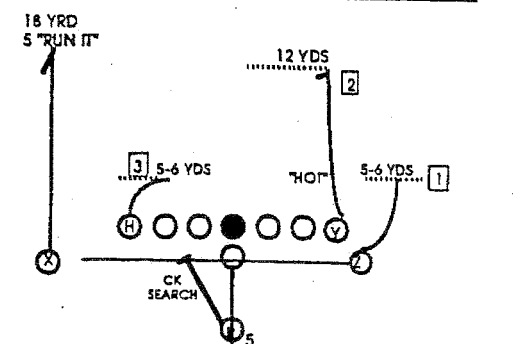
SCAT CHEVY (T) ZG SPRD (9)



SCAT FORD (3) DBL F. ZM (10)

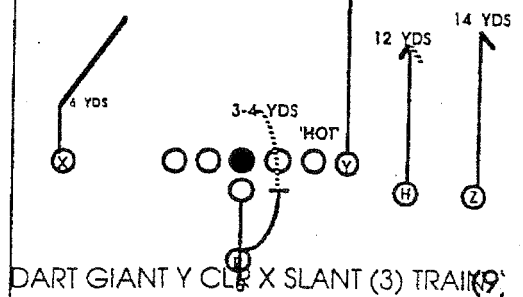
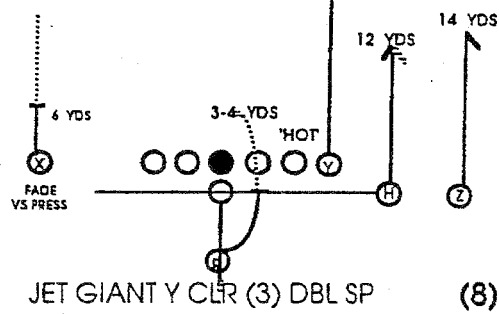
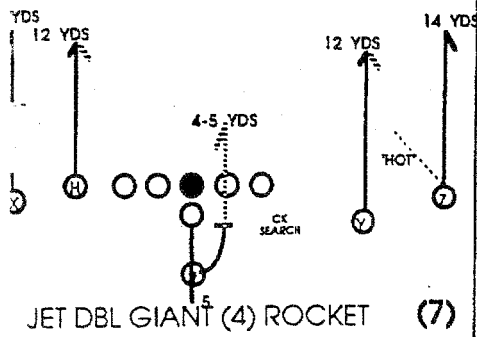
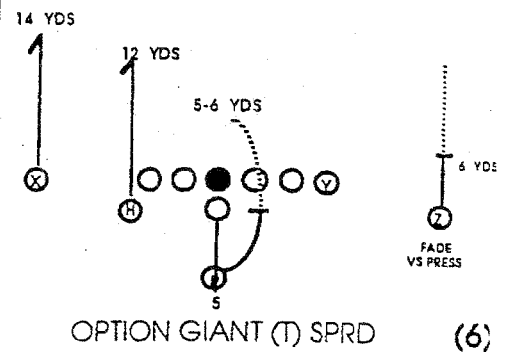
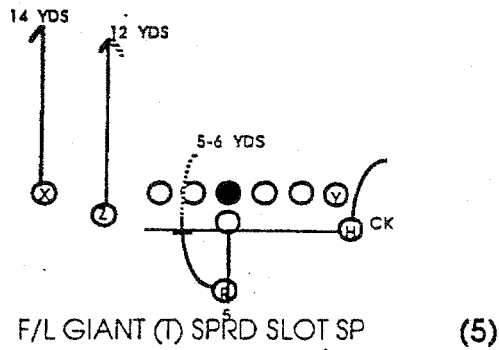
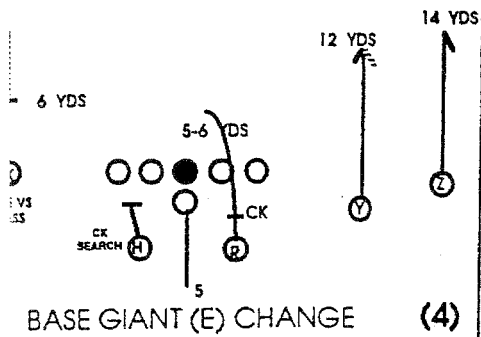
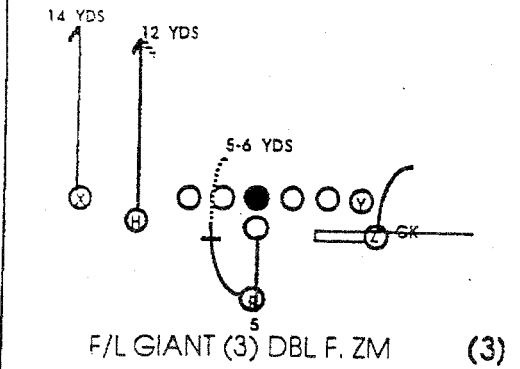
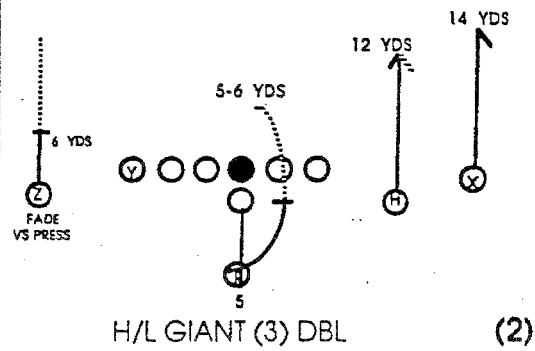
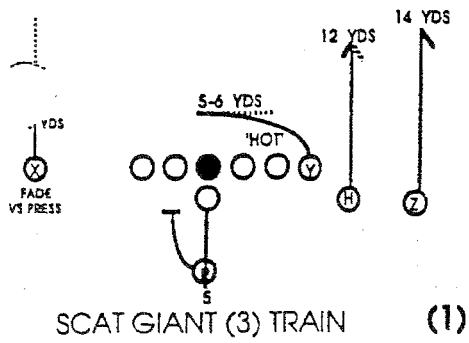


SCAT FORD (R) FAR SLOT SP (11)

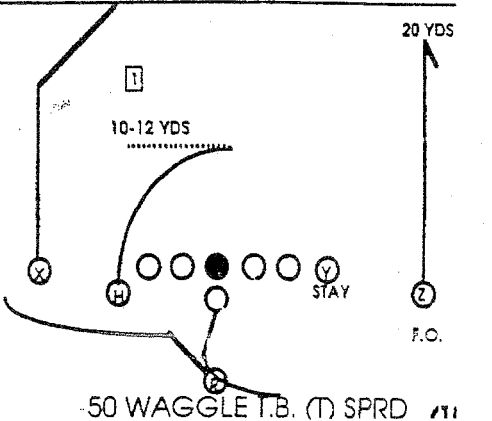
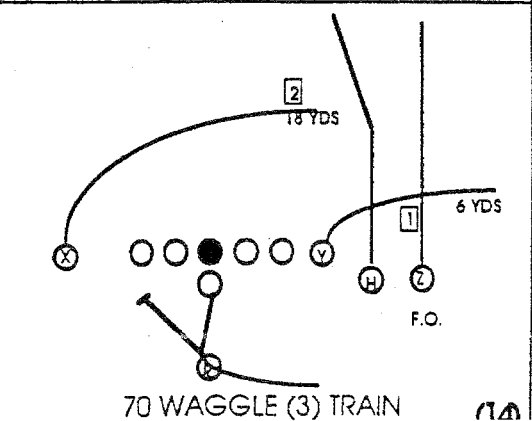
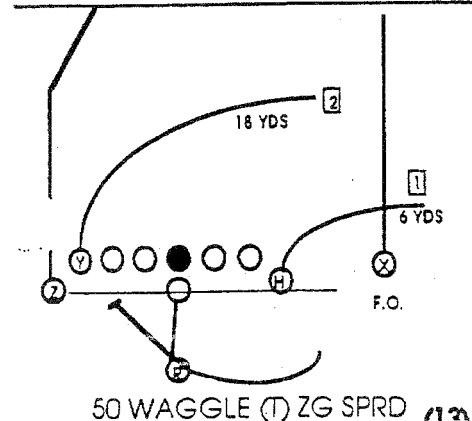
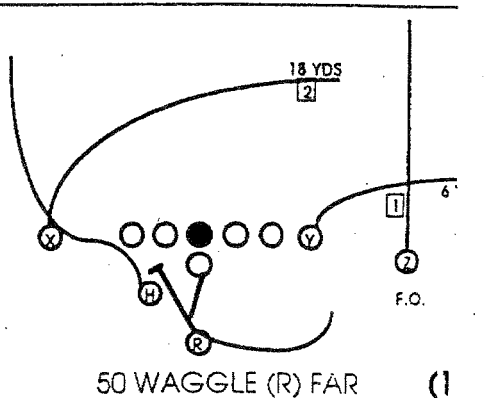
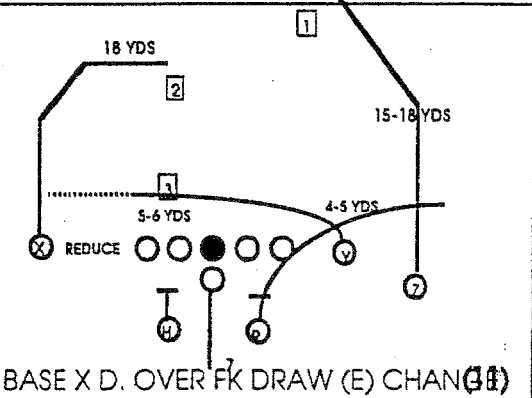
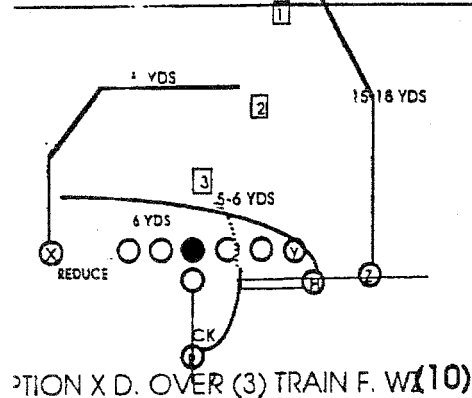
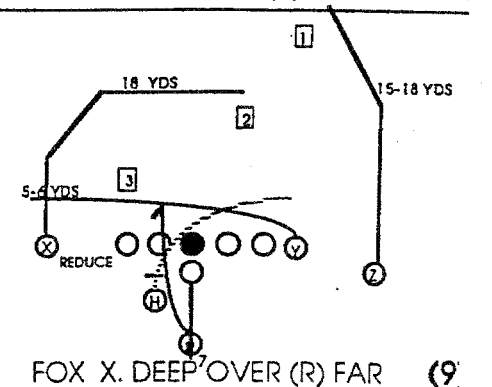
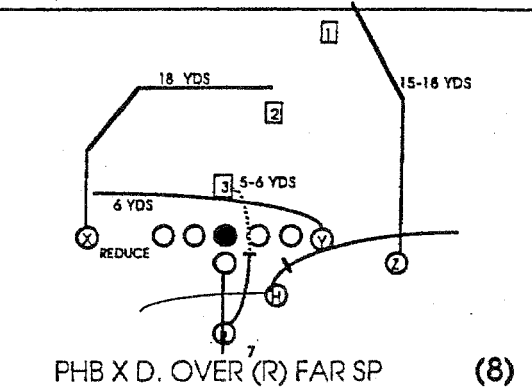
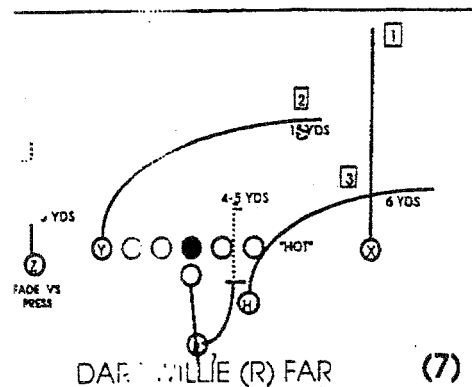
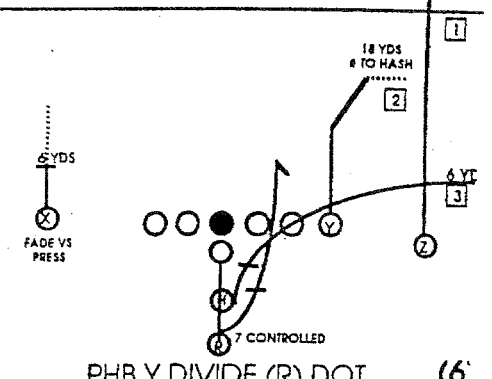
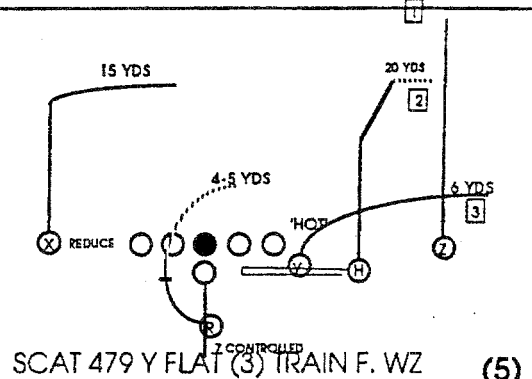
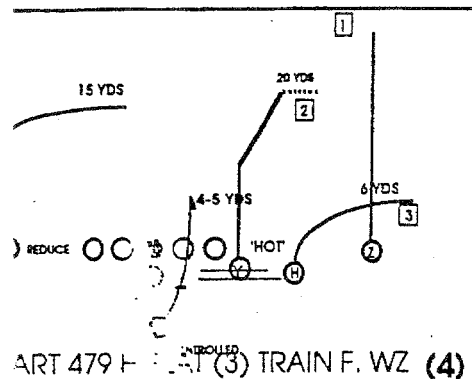
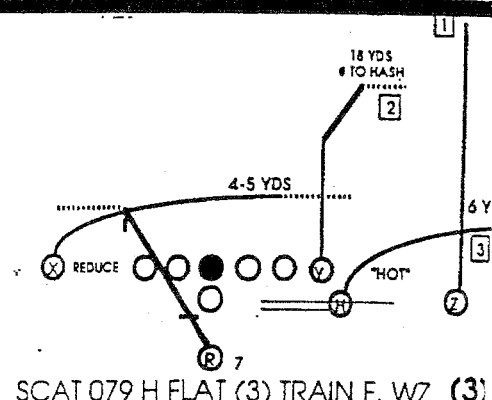
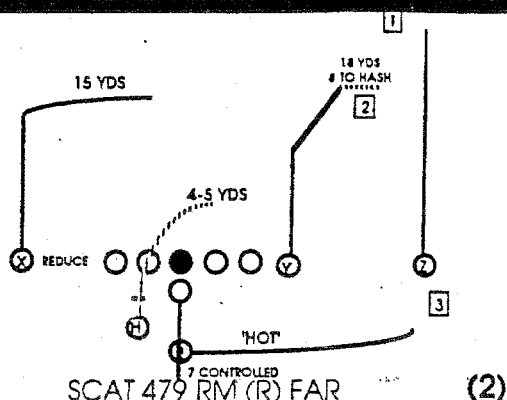
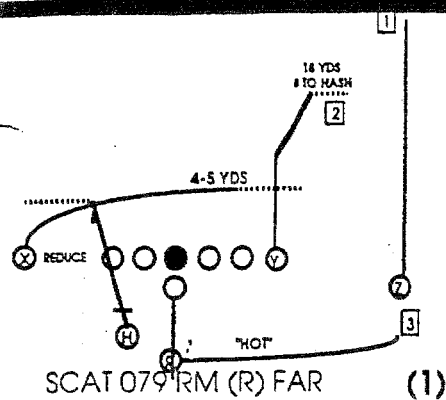


SCAT FORD (T) ZG SPRD (12)

<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	3	TRAIN	SCAT	GIANT
2	3	DBL	H/L	GIANT
3	3	DBL F. ZM	F/L	GIANT
4	E	CHANGE	BASE	GIANT
5	R	FAR SLOT SP	F/L	GIANT
	T	SPRD SLOT SP	F/L	GIANT
6	T	SPRD	OPT	GIANT
7	4	ROCKET.	JET	GIANT (DBL)
8	3	DBL SP	JET	GIANT Y CLR
	3	TRAIN F. WZ	JET	GIANT Y CLR
9	3	TRAIN	DART	GIANT Y CLR X SLANT



<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	R	FAR	SCAT	079 - FLAT
2	R	FAR	SCAT	479 - FLAT
3	3	TRAIN F. WZ	SCAT	079 - FLAT
4	3	TRAIN F. WZ	DART	479 - FLAT
5	3	TRAIN F. WZ	SCAT	479 - FLAT
6	R	DOT	PHB	DIVIDE (Y)
7	R	FAR	DART	WILLIE
8	R	FAR SP	PHB	X D. OVER
9	R	FAR	FOX	X D. OVER
10	3	TRAIN F. WZ	OPT	X D. OVER
11	R	CHANGE	BASE	X D. OVER FK DRAW
12	R	FAR	50	WAGGLE
13	T	SPRD ZG	50	WAGGLE
14	3	TRAIN	70	WAGGLE
15	T	SPRD	50	WAGGLE T.B.



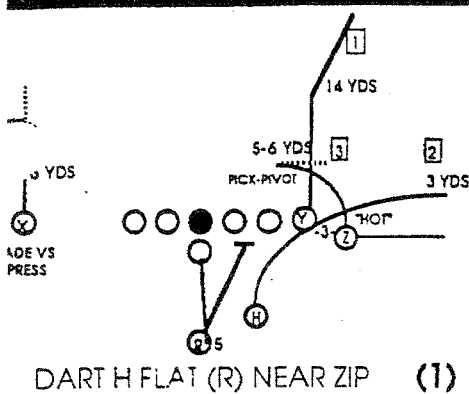
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<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	3	TRAIN	OPT	DIG
2	T	SPRD L. SP	OPT	DIG
3	3	TRAIN	SCAT	DIG
4	3	TRAIN L. WZ	H/L	DIG
5	3	DBL F. ZM	F/L	DIG
6	3	TRAIN	JET	DIG Y CLR X 8

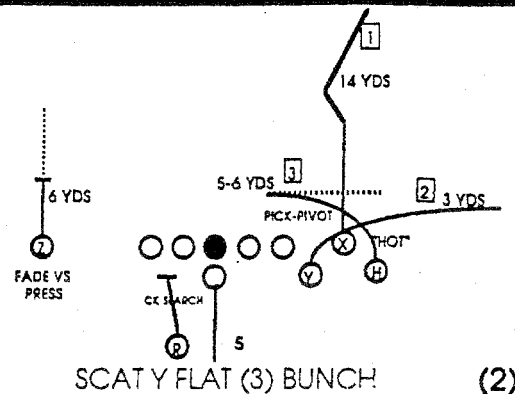


<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	R	NEAR ZIP	DART	FLAT (H)
2	3	BUNCH	SCAT	FLAT (Y)
3	R	CHANGE ZK	SCRAM	TD
4	R	NEAR ZK	SCARM	TD M
5	R	CHANGE SLOT ZM	SCRAM	STAR (X)
6	3	DBL REX	H/L HOT	STAR (X)
7	R	FAR SLOT	JET	STAR (X)
8	R	FAR SLOT ZM	SCRAM	STAR (X)
9	T	SPRD SLOT F. SP	JET	STAR (X)
10	T	TWINS WZ	JET	STAR (X)
11	E	CHANGE ZIP	SCAT	STAR (Y)
12	R	CHANGE ZIP	SCAT	STAR (Z)
13	3	DBL SP	SCAT	STAR (Z)
14	R	FAR SP /SPRD SP	SCAT	STAR (Z)
15	R	NEAR	SCAT	STAR (Z)

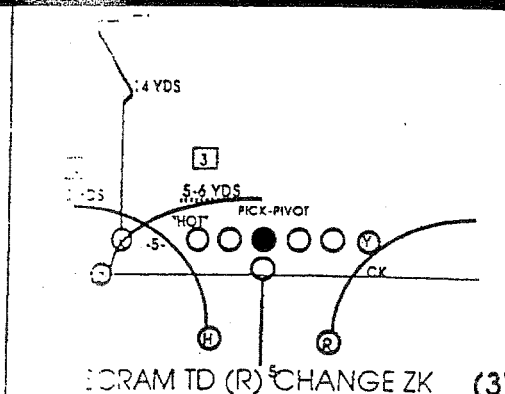




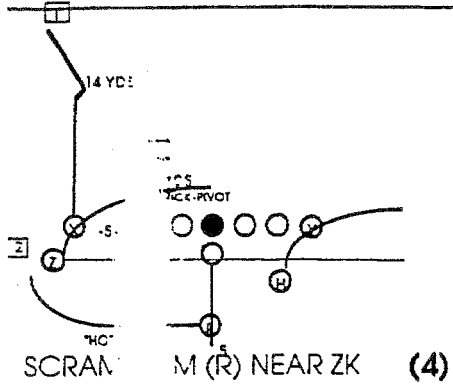
DART H FLAT (R) NEAR ZIP (1)



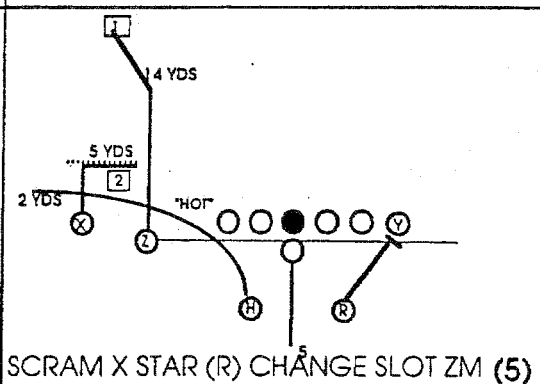
SCAT Y FLAT (3) BUNCH: (2)



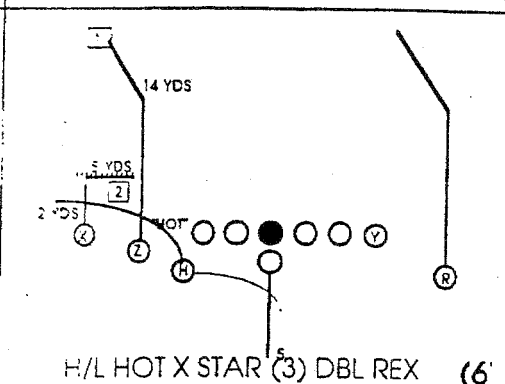
GRAM TD (R) <sup>5</sup> CHANGE ZK (3)



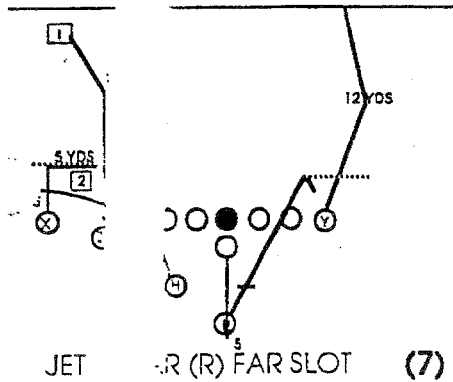
SCRAM M (R) NEAR ZK (4)



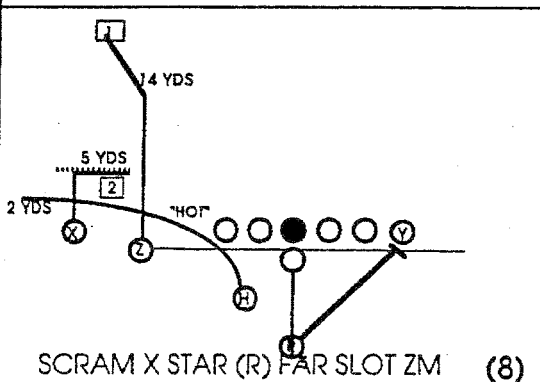
SCRAM X STAR (R) CHANGE SLOT ZM (5)



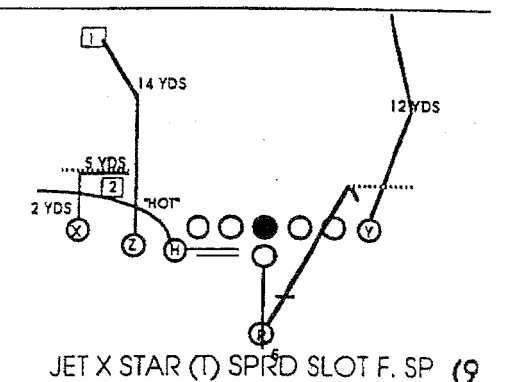
H/L HOT X STAR<sup>15</sup> (3) DBL REX (6)



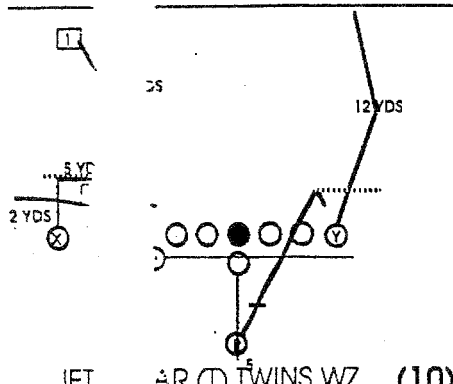
JET -R (R) FAR SLOT (7)



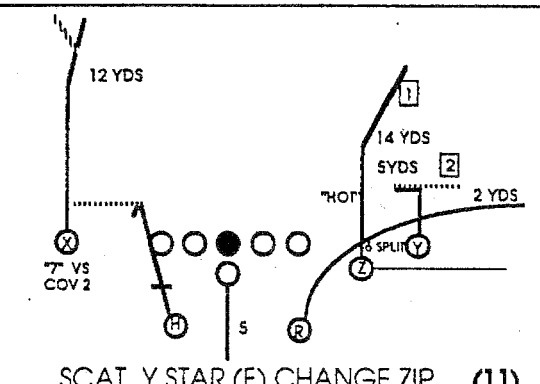
SCRAM X STAR (R) FAR SLOT ZM (8)



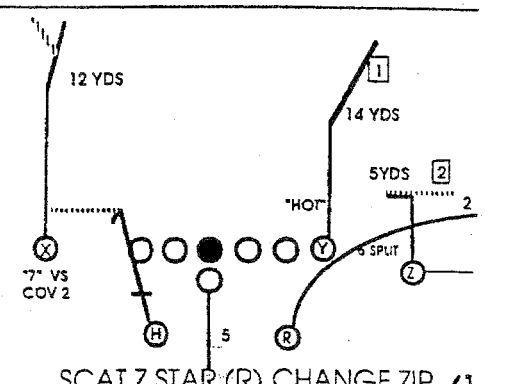
JET X STAR (T) SPRD SLOT F. SP (9)



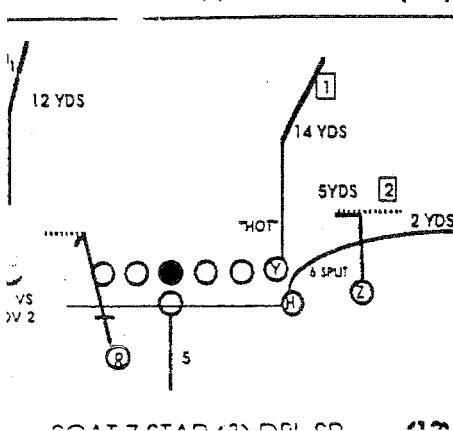
JET. AR (D) TWINS WZ (10)



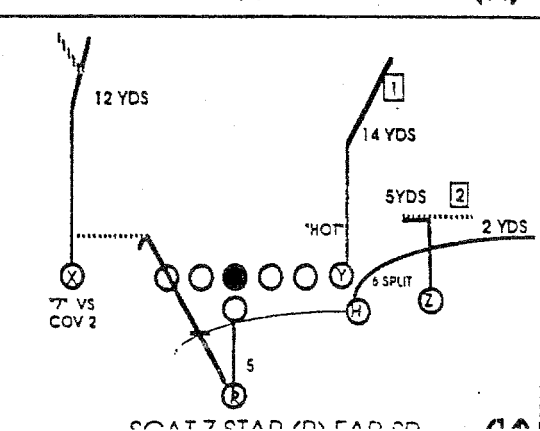
SCAT Y STAR (E) CHANGE ZIP (11)



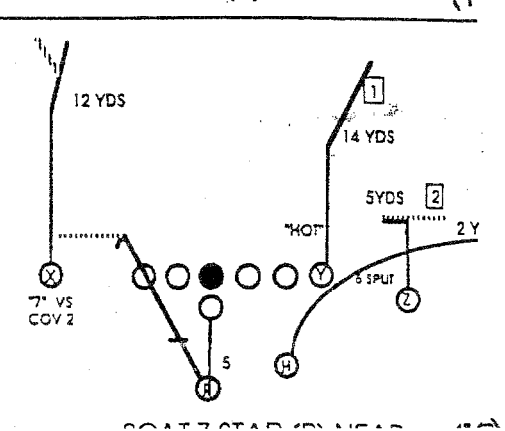
SCAT Z STAR (R) CHANGE ZIP (1



COAT 7 STAR 22 DEL CD 413

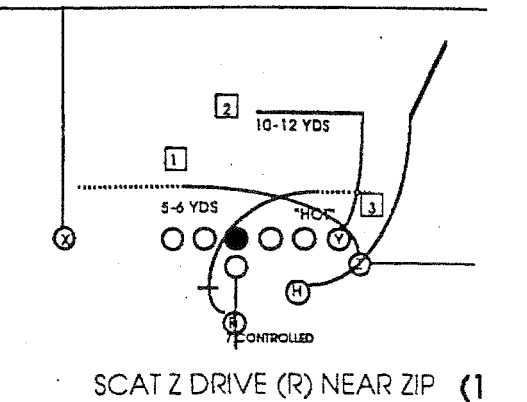
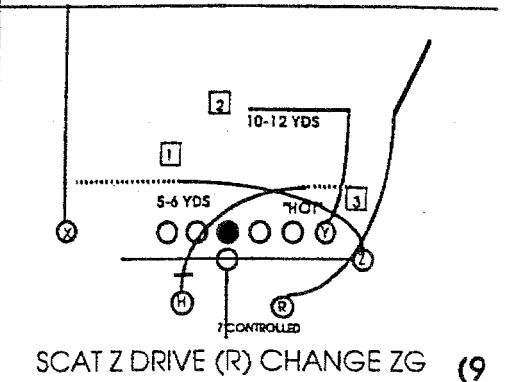
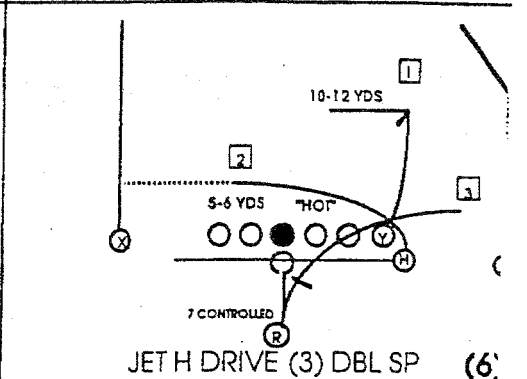
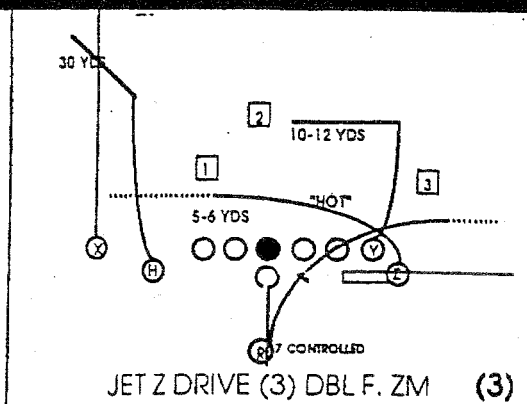


COAT 7 STAD 405 FAD 00 114

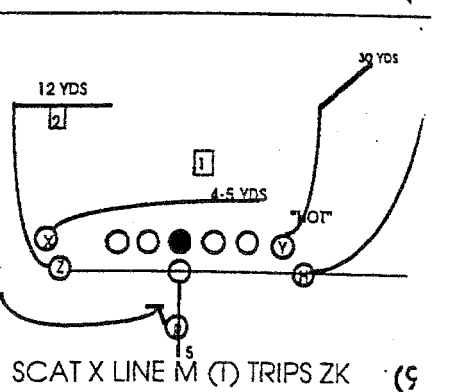
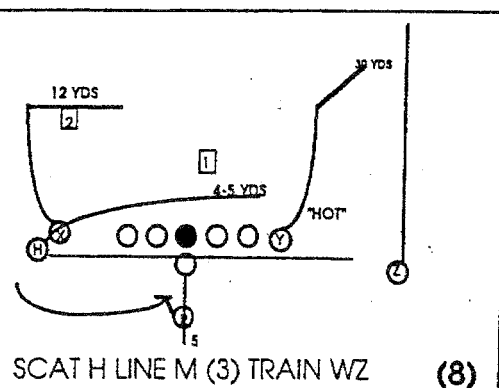
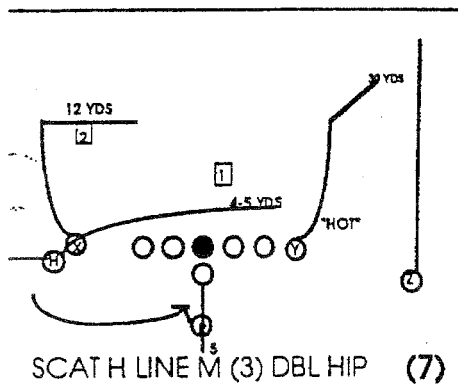
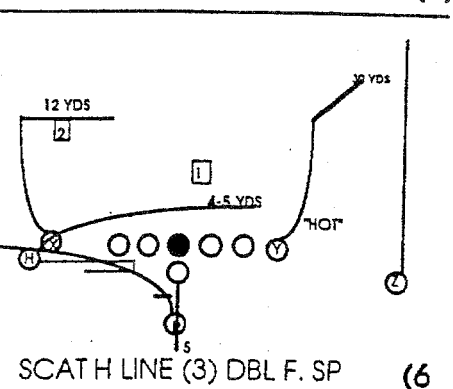
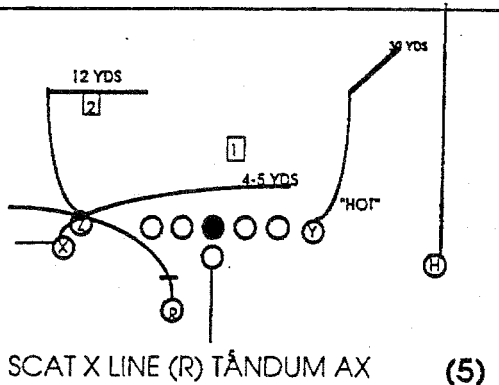
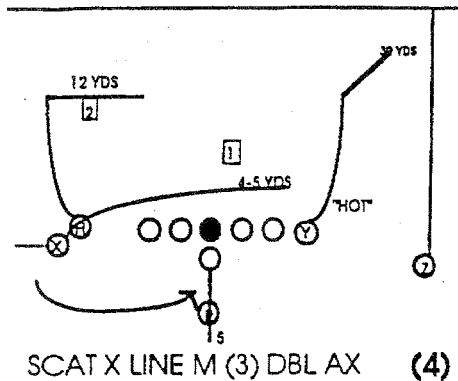
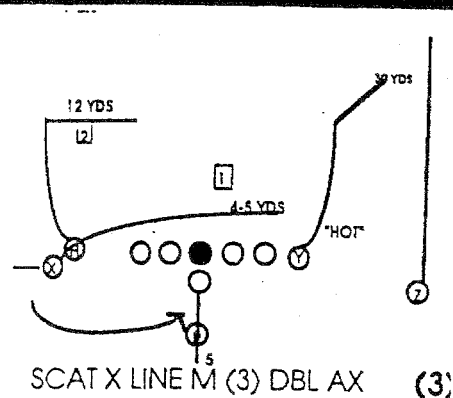
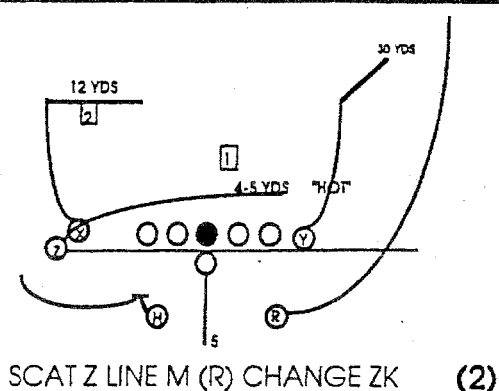
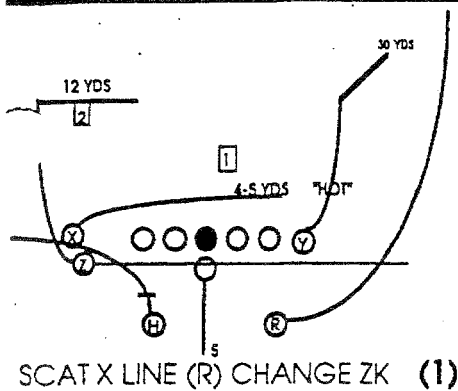


COATED AND REFINED 10-21

<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	R	FAR ZG	JET	DRIVE (Z)
2	T	SPRD ZG	JET	DRIVE (Z)
3	3	DBL F. ZM	JET	DRIVE (Z)
4	3	DBL ZIP	JET	DRIVE (Z)
5	R	FAR ZIP	JET	DRIVE (Z)
6	3	DBL SP	JET	DRIVE (H)
7	T	SPRD SP	JET	DRIVE (H)
8	3	BUNCH L. WZ	JET	DRIVE (X)
9	R	CHANGE ZG	SCAT	DRIVE (Z)
10	R	CHANGE ZIP	SCAT	DRIVE (Z)
11	R	NEAR ZG	SCAT	DRIVE (Z)
12	R	NEAR ZIP	SCAT	DRIVE (Z)



<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	R	CHANGE ZK	SCAT	LINE (X)
2	R	CHANGE ZK	SCAT	LINE (Z) M
3	3	DBL AX	SCAT	LINE (X) M
4	3	DBL HIP	SCAT	LINE (X) M
5	R	TANDUM AX	SCAT	LINE (X)
6	3	DBL F. SP	SCAT	LINE (H)
7	3	DBL HIP	SCAT	LINE (H) M
8	3	TRAIN WZ	SCAT	LINE (H) M
9	T	TRIPS ZK	SCAT	LINE (X) M

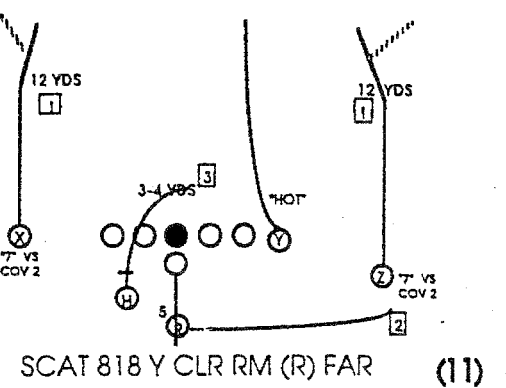
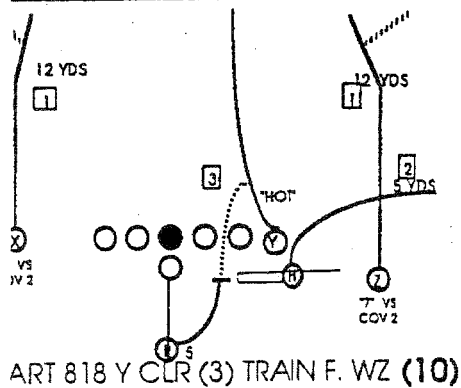
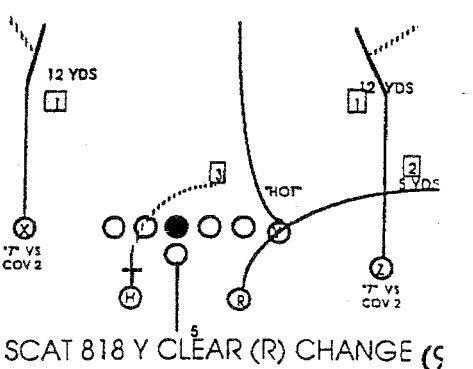
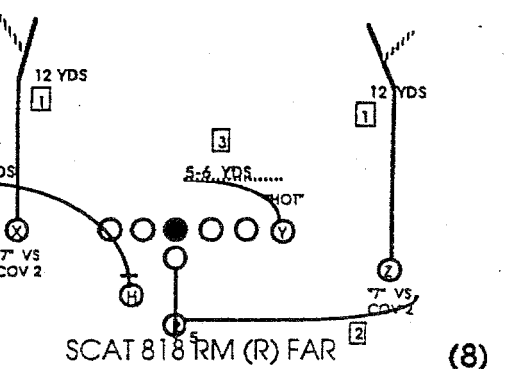
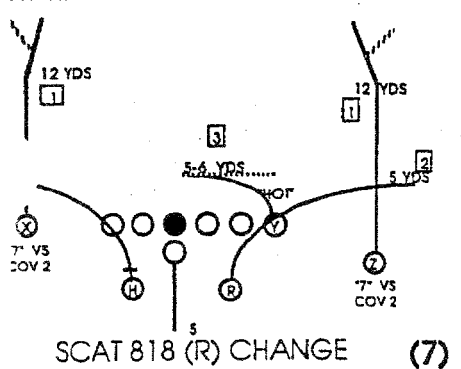
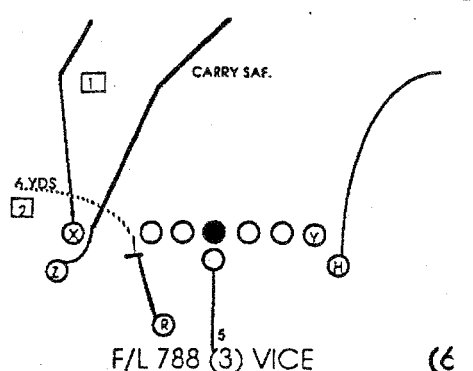
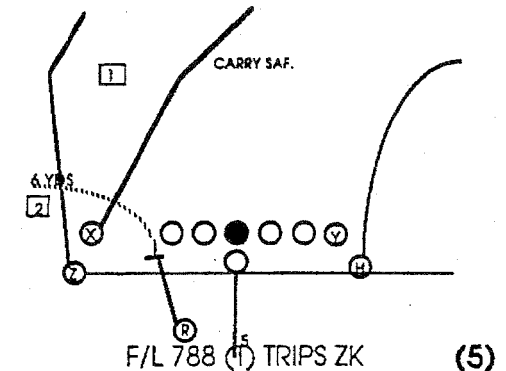
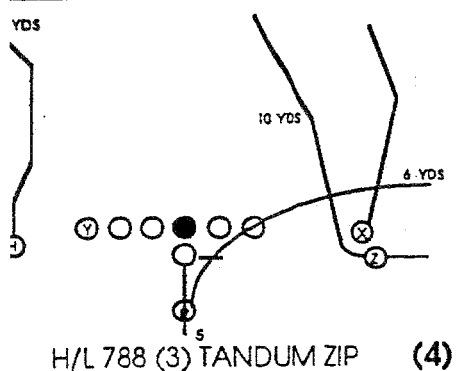
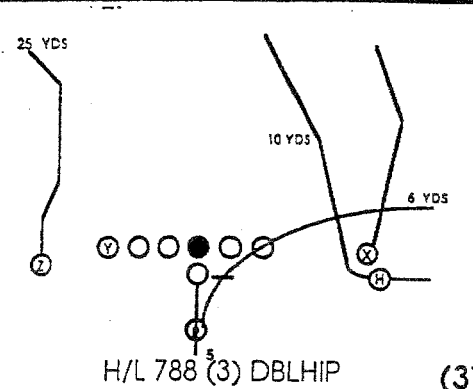
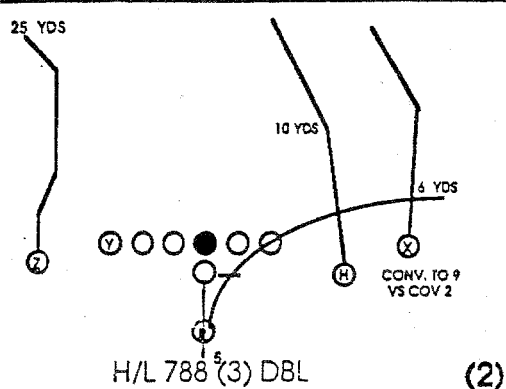
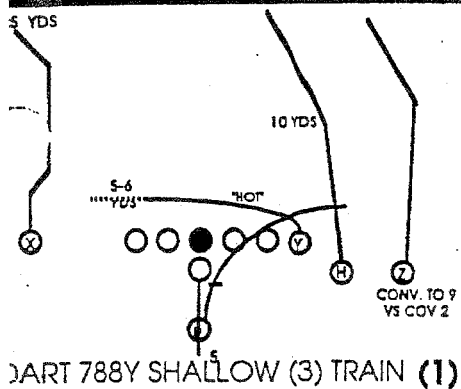


<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	R	FAR/NEAR	FOX	585
2	T	SPRD F. SP	FOX	585
3	R	CHANGE	BASE	585
4	3	DBL	SCAT	585 Y SHALLOW
5	3	TRAIN	SCAT	585 Y SHALLOW
6	R	FAR F. SP	FOX	989
	T	SPRD F. SP	FOX	989
7	R	FAR SP	FOX	989
8	3	DBL	SCAT	989 Y SHALLOW
9	3	TRAIN F. WZ	SCAT	989 Y SHALLOW
10	3	DBL F. SP	SCAT	DBL PUMP
11	3	DBL F. ZM	SCAT	DBL PUMP
12	R	FAR SLOT L. SP	SCAT	DBL PUMP
	T	SPRD SLOT L. SP	SCAT	DBL PUMP
13	T	SPRD ZM	SCAT	DBL PUMP

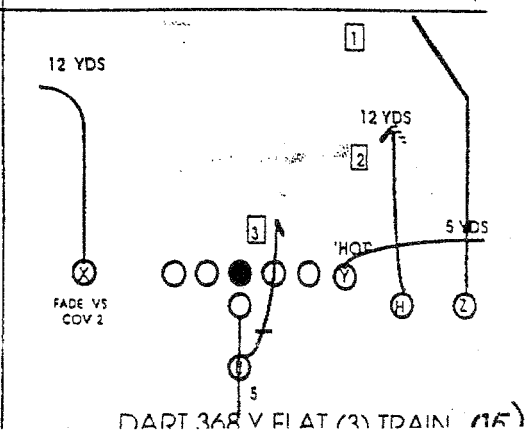
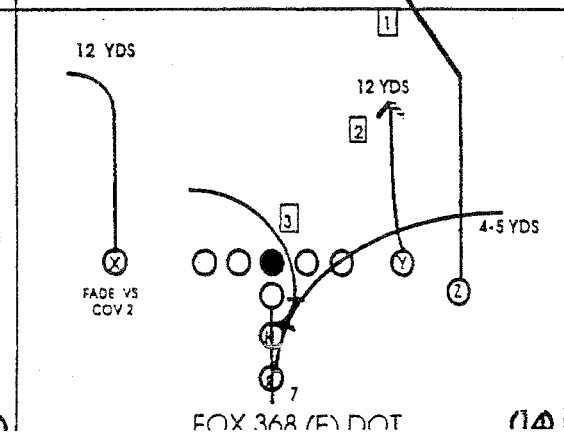
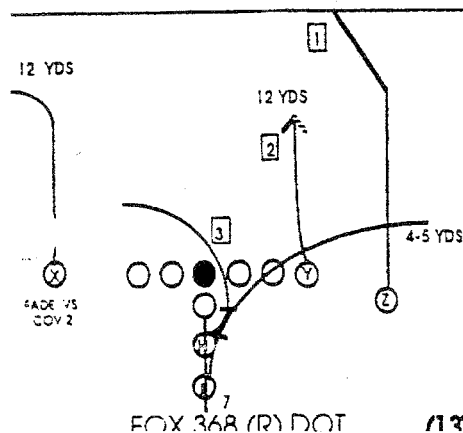
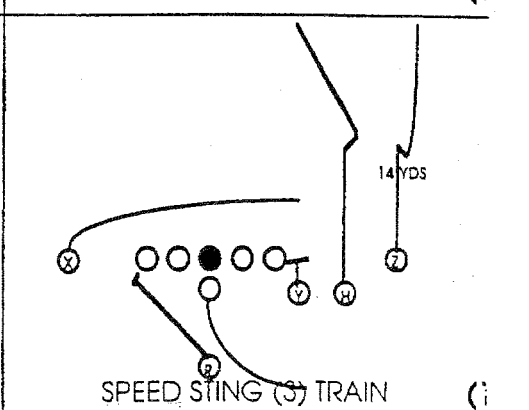
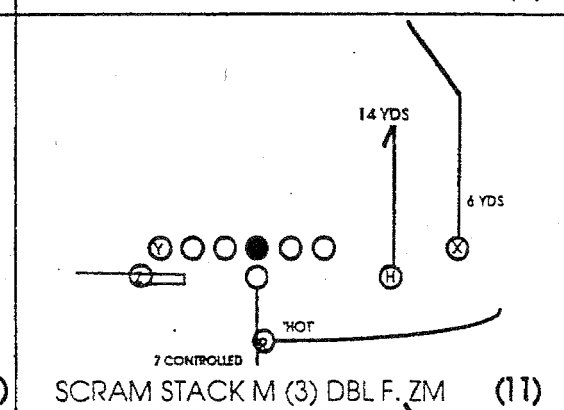
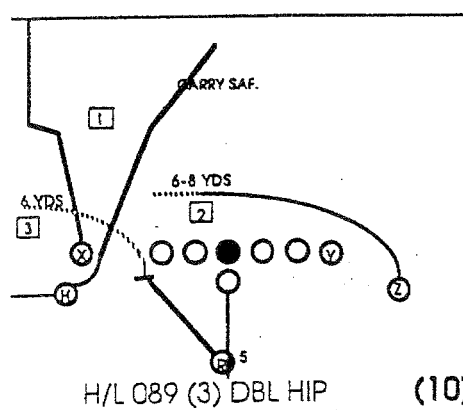
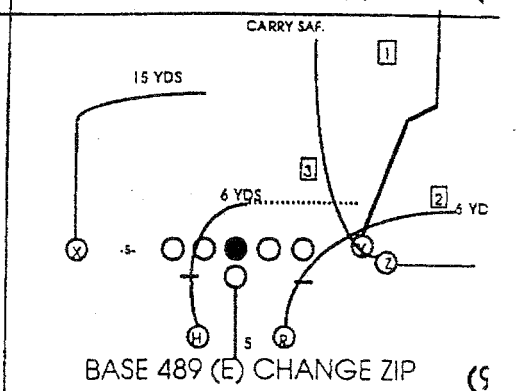
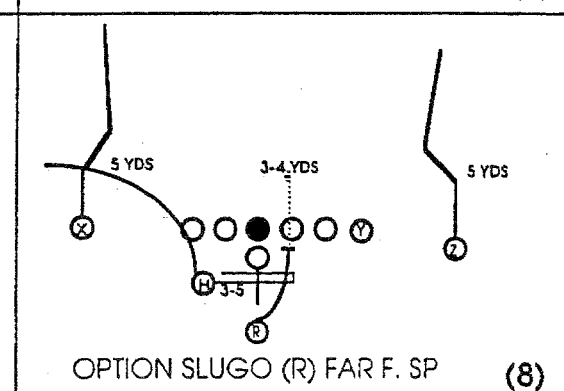
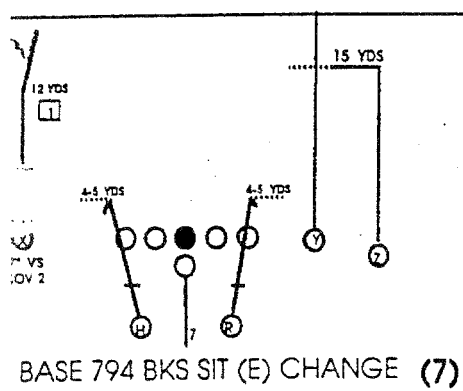
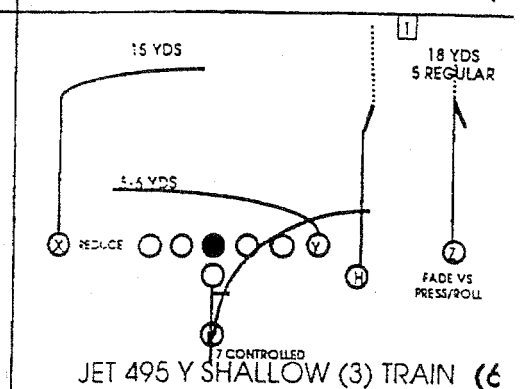
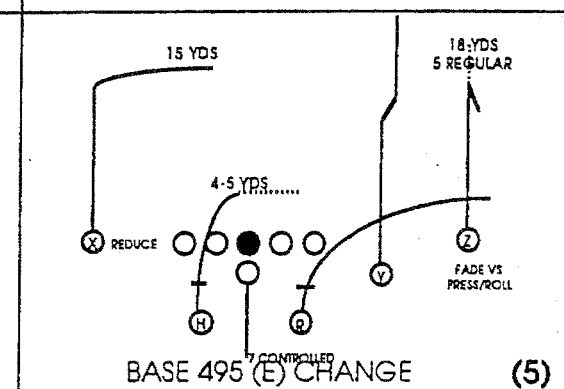
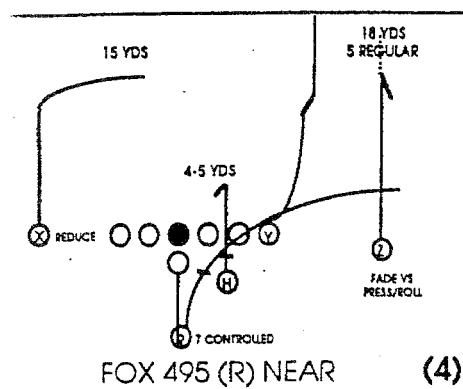
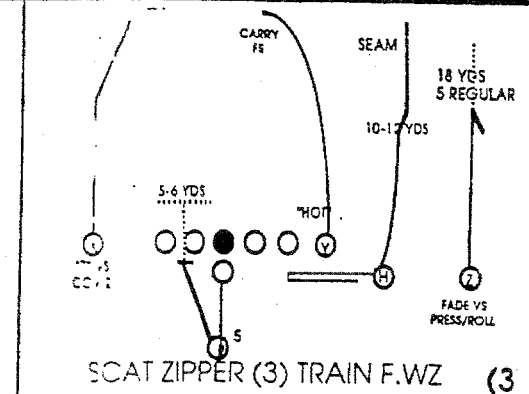
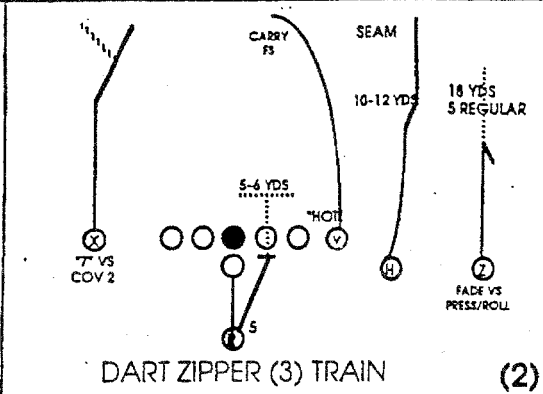
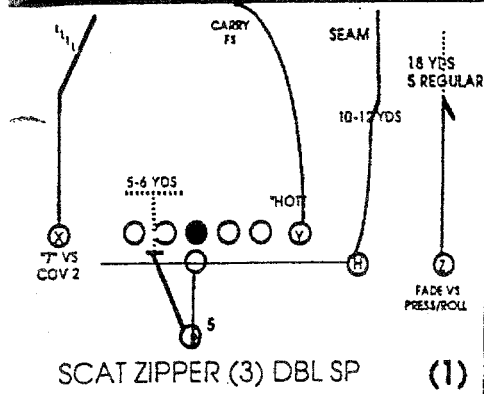


<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	3	TRAIN	DART	788 Y SHALLOW
2	3	DBL	H/L	788
3	3	DBL HIP	H/L	788
4	3	TANDUM ZIP	H/L	788
5	T	TRIPS ZK	F/L	788
6	3	VICE	F/L	783
7	R	CHANGE	SCAT	818
8	R	FAR	SCAT	818 RM
9	R	CHANGE	SCAT	818 Y CLR
10	3	TRAIN F. WZ	SCAT	818 Y CLR
11	R	FAR	SCAT	818 Y CLR RM

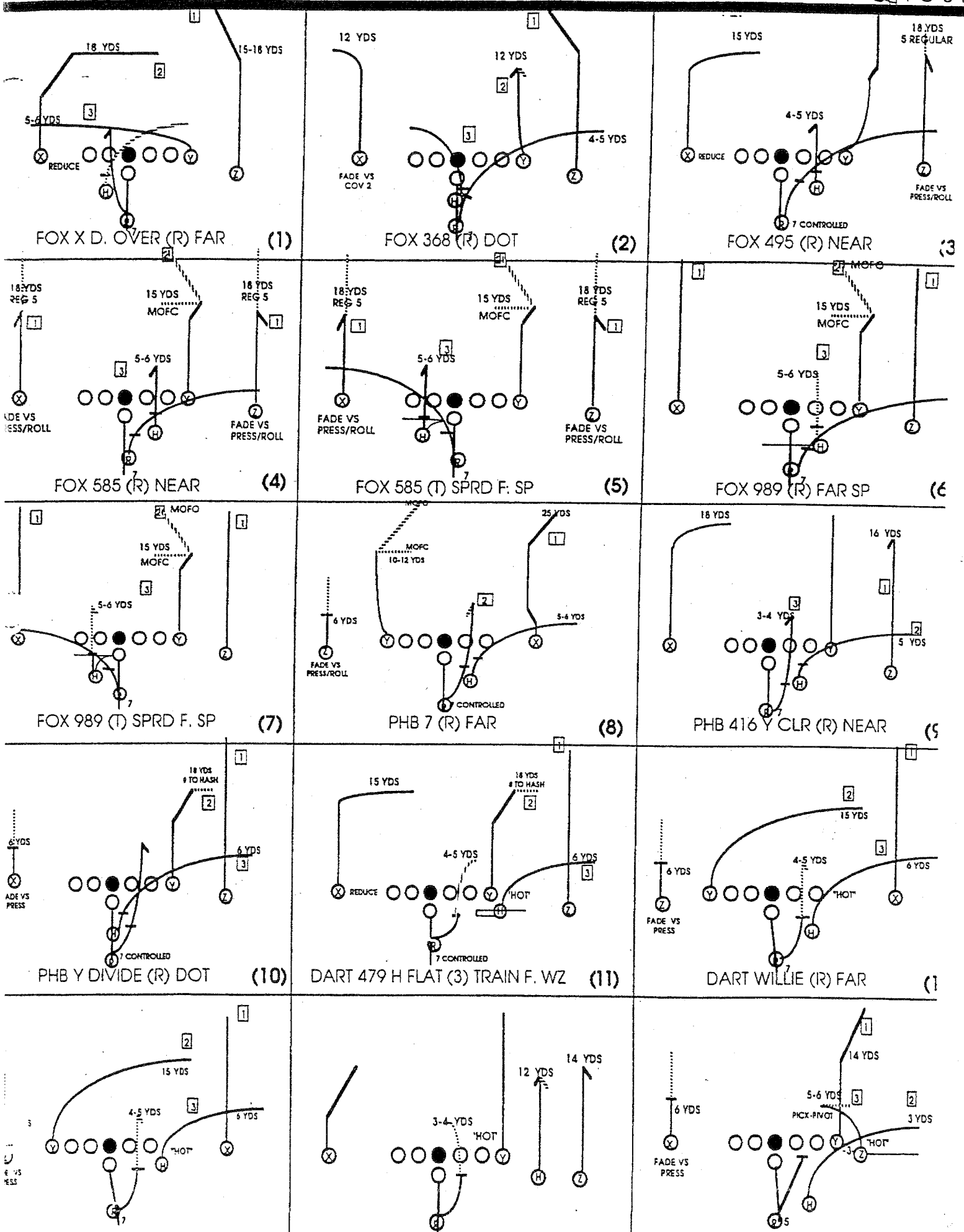




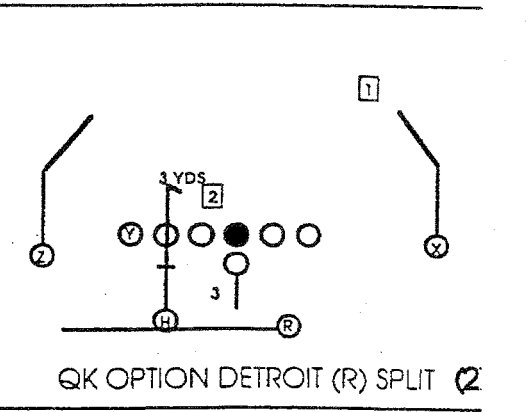
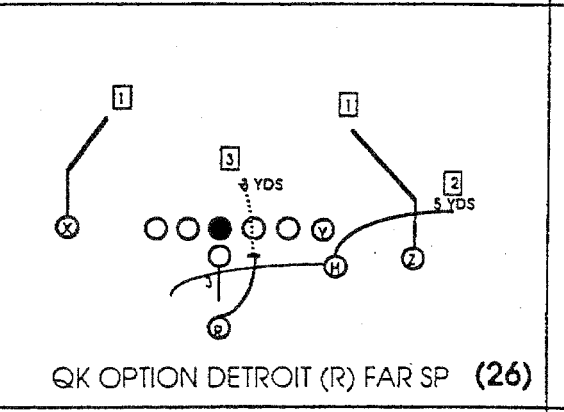
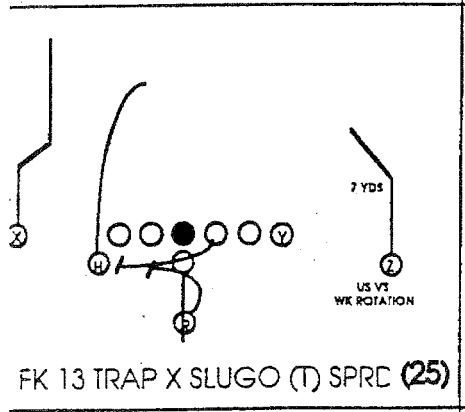
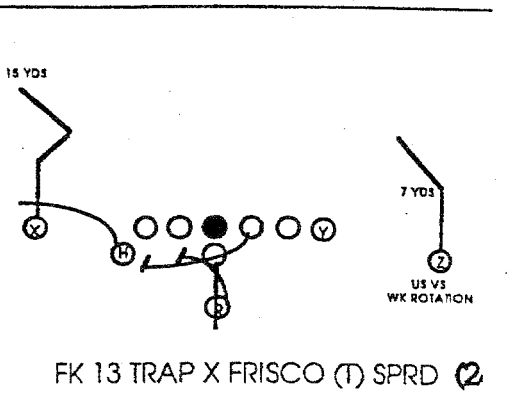
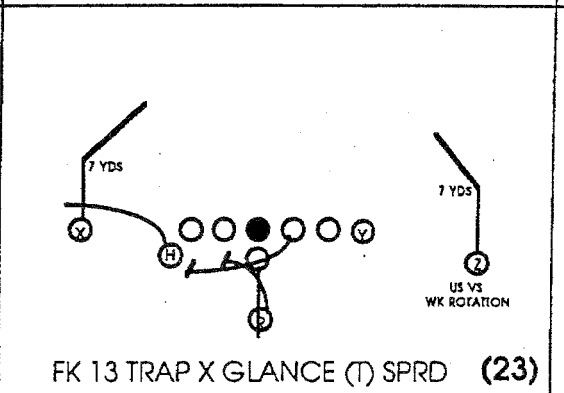
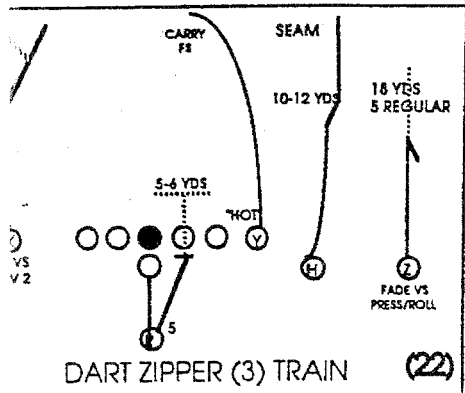
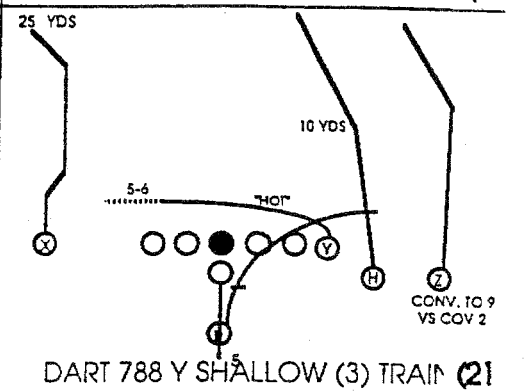
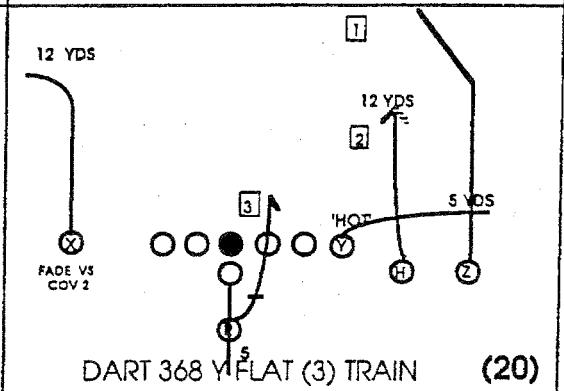
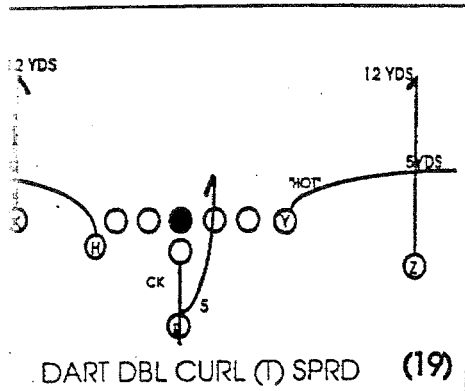
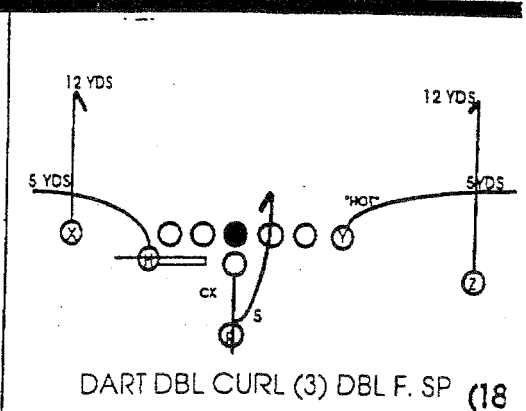
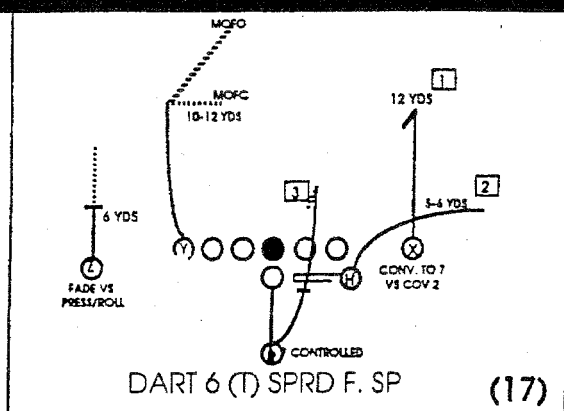
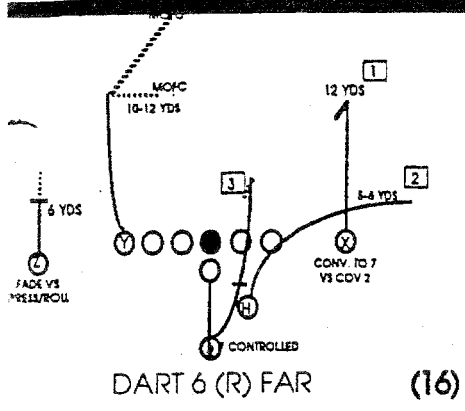
<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	3	DBL SP	SCAT	ZIPPER
2	3	TRAIN	DART	ZIPPER
3	3	TRAIN F. WZ	SCAT	ZIPPER
4	R	NEAR	FOX	495
5	E	CHANGE	BASE	495
6	3	TRAIN	JET	495 Y SHALLOW
7	E	CHANGE	BASE	794 BKS SIT
8	R	FAR F. SP	OPT	SLUGO
	T	SPRD F. SP	OPT	SLUGO
9	E	CHANGE ZIP	BASE	489
10	3	DBL HIP	H/L	089
11	3	DBL F. ZM	SCRAM	STACK M
12	3	TRAIN	SPEED	STING
13	R	DOT	FOX	368
14	E	DOT	FOX	368
15	3	TRAIN	DART	368 Y FLAT



<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	R	FAR	FOX	X D. OVER
2	R	DOT	FOX	368
3	R	NEAR	FOX	495
4	R	NEAR	FOX	585
5	T	SPRD F. SP	FOX	585
6	R	FAR SP	FOX	989
7	T	SPRD F. SP	FOX	989
8	R	FAR	PHB	7
9	R	NEAR	PHB	416 Y CLR
10	R	DOT	PHB	DIVIDE (Y)
11	3	TRAIN F. WZ	DART	479 H FLAT
12	R	FAR	DART	WILLIE
13	T	SPRD	DART	WILLIE
14	3	TRAIN	DART	GIANT Y CLR X SLANT
15	R	NEAR ZIP	DART	FLAT (H)
16	R	FAR	DART	6
17	T	SPRD F. SP	DART	6
18	3	DBL F. SP	DART	CURL
19	T	SPRD	DART	CURL
20	3	TRAIN	DART	368 Y FLAT
21	3	TRAIN	DART	788 Y SHALLOW
22	3	TRAIN	DART	ZIPPER
23	T	SPRD	FK 13	X GLANCE
24	T	SPRD	FK 13	X FRISCO
25	T	SPRD	FK 13	X SLUGO
26	R	FAR SP	QK OPT	DETROIT
27	R	SPLIT	QK OPT	DETROIT

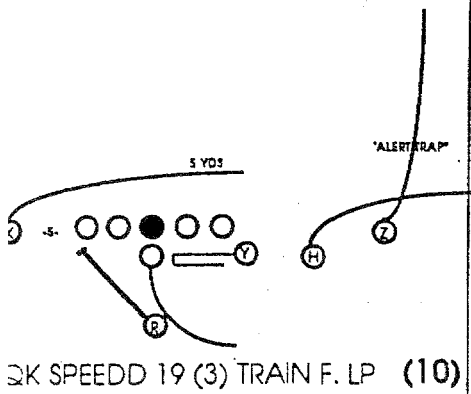
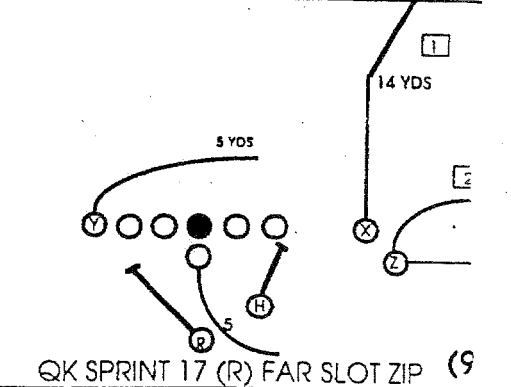
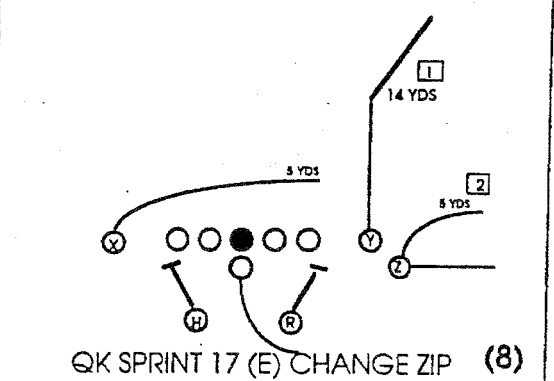
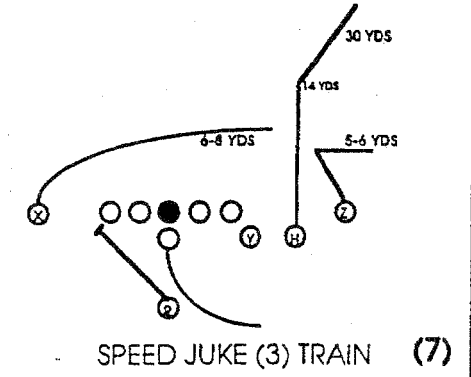
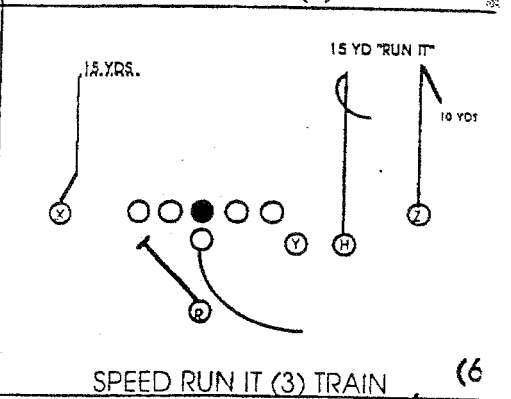
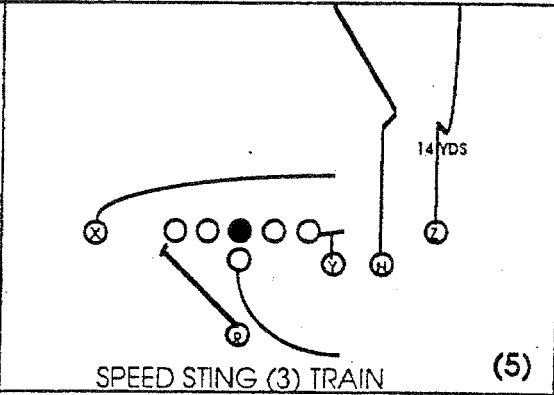
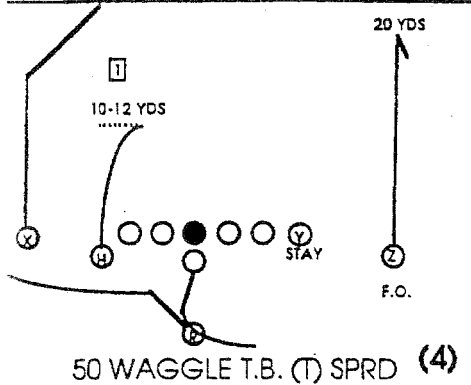
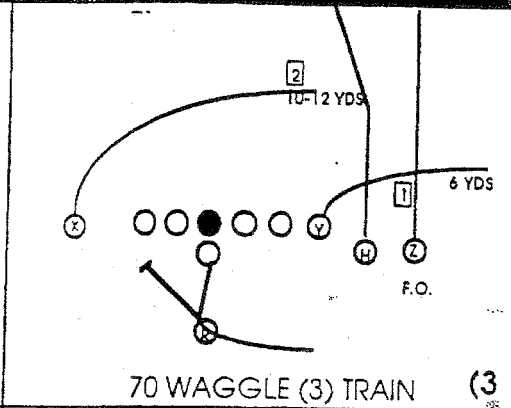
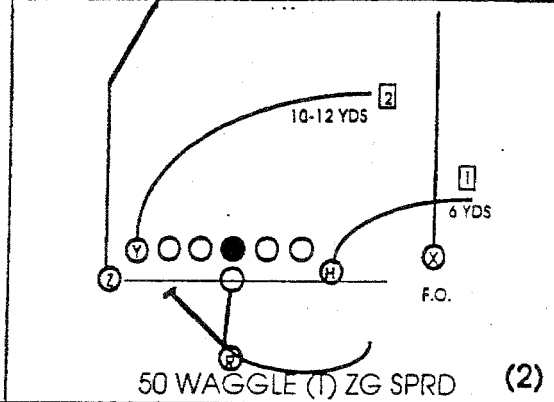
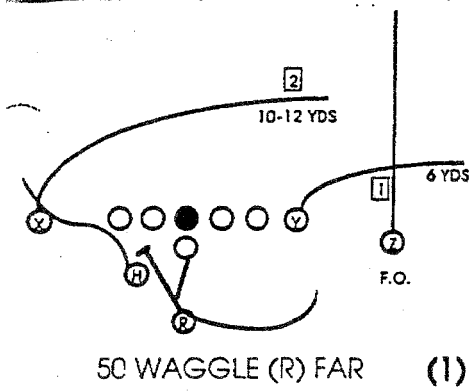


<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	R	FAR	FOX	X D. OVER
2	R	DOT	FOX	368
3	R	NEAR	FOX	495
4	R	NEAR	FOX	585
5	T	SPRD F. SP	FOX	585
6	R	FAR SP	FOX	989
7	T	SPRD F. SP	FOX	989
8	R	FAR	PHB	7
9	R	NEAR	PHB	416 Y CLR
10	R	DOT	PHB	DIVIDE (Y)
11	3	TRAIN F. WZ	DART	479 H FLAT
12	R	FAR	DART	WILLIE
13	T	SPRD	DART	WILLIE
14	3	TRAIN	DART	GIANT Y CLR X SLANT
15	R	NEAR ZIP	DART	FLAT (H)
16	R	FAR	DART	6
17	T	SPRD F. SP	DART	6
18	3	DBL F. SP	DART	CURL
19	T	SPRD	DART	CURL
20	3	TRAIN	DART	368 Y FLAT
21	3	TRAIN	DART	788 Y SHALLOW
22	3	TRAIN	DART	ZIPPER
23	T	SPRD	FK 13	X GLANCE
24	T	SPRD	FK 13	X FRISCO
25	T	SPRD	FK 13	X SLUGO
26	R	FAR SP	QK OPT	DETROIT
27	R	SPLIT	QK OPT	DETROIT



<u>NO.</u>	<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
1	R	FAR	50	WAGGLE
2	T	SPRD ZG	50	WAGGLE
3	3	TRAIN	70	WAGGLE
4	T	SPRD	50	WAGGLE T.B.
6	3	TRAIN	SPEED	STING
7	3	TRAIN	SPEED	RUN IT
8	3	TRAIN	SPEED	JUKE
9	E	CHANGE ZIP	QK SPRT	17
10	R	FAR SLOT ZIP	QK SPRT	17
11	3	TRAIN EX F. LP	QK SPD	19





<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
E	CHANGE ZIP	QK SPRT	17	QK	4
3	TRAIN EX F. LP	QK SPD	19	QK	4
R	SPLIT	R/B	ORLANDO	QK	2
T	SPRD	R/B	ORLANDO	QK	2
T	SPRD ZM	R/B	ORLANDO	QK	2
3	BUNCH F. WZ	R/L	CINCY	QK	4
3	TRAIN F. WZ	R/L	CINCY	QK	4
E	CHANGE SP	R/L	DALLAS	QK	4
3	DBL F. SP	R/L	DETROIT	QK	4
3	DBL	R/L	SEATTLE	QK	4
E	CHANGE	JET	5	IND	6
R	FAR F. SP	DART	6	HOR	8
R	NEAR	SCAT	316	HOR	8
E	CHANGE	BASE	316 Y CLR	HOR	8
3	TRAIN	SCAT	316 Y CLR	HOR	8
3	TRAIN	JET	416 H CLR	HOR	8
E	CHANGE	BASE	416 Y CLR	HOR	8
3	TRAIN	SCAT	416 Y CLR	HOR	8
E	SPLIT	BASE	666 BKS M	HOR	10
3	TRAIN	SCAT	816 Y CLR	HOR	10
E	CHANGE ZIP	BASE	086	HOR	10
3	DBL HIP	H/L HOT	086	HOR	10
E	SPLIT	SCAT	ANGLE (H)	ISO	12
3	DBL F. SP	SCAT	ANGLE DRAG (H)	ISO	12
3	DBL	SCAT	SHALLOW CROSS (H)	ISO	12
3	TRAIN	SCAT	SHALLOW CROSS (X)	ISO	12
3	TRAIN F. WZ	SCAT	SHALLOW CROSS (X)	ISO	12
R	FAR ZM	SCAT	SHALLOW CROSS (X) M	ISO	12
3	DBL F. SP	SCAT	DODGE (DBL)	DDG	14
3	TRAIN WZ	SCAT	DODGE (DBL)	DDG	14
3	DBL	SCAT	DODGE DBL	DDG	14
T	SPRD ZG	SCAT	FORD	DDG	14
3	TRAIN	SCAT	GIANT	DDG	16
4	ROCKET	JET	GIANT (DBL)	DDG	16
3	DBL SP	JET	GIANT Y CLR	DDG	16
3	TRAIN F. WZ	JET	GIANT Y CLR	DDG	16
3	TRAIN	DART	GIANT Y CLR X SLANT	DDG	16

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
R	FAR	SCAT	079 RM	3 LEV	18
3	TRAIN F. WZ	SCAT	479 Y FLAT	3 LEV	18
3	TRAIN F. WZ	OPT	X D. OVER	3LEV	18
E	CHANGE	BASE	X D. OVER FK DRAW	3LEV	18
3	TRAIN	50	WAGGLE	AP	18
3	DBL F. ZM	F/L	DIG	DIG	20
3	TRAIN	SCAT	DIG	DIG	20
3	TRAIN	SCAT	DIG Y CLR X 8	DIG	20
3	TRAIN	JET	DIG Y CLR X 8	DIG	20
R	NEAR ZIP	DART	FLAT (H)	FLAT	22
3	BUNCH	SCAT	FLAT (Y)	FLAT	22
R	NEAR ZK	SCARM	TD M	FLAT	22
R	CHANGE SLOT ZM	SCRAM	STAR (X)	FLAT	22
E	CHANGE ZIP	SCAT	STAR (Y)	FLAT	22
R	CHANGE ZIP	SCAT	STAR (Z)	FLAT	22
3	DBL SP	JET	DRIVE (H)	DRIVE	24
3	BUNCH L. WZ	JET	DRIVE (X)	DRIVE	24
E	CHANGE ZIP	SCAT	DRIVE (Z)	DRIVE	24
E	CHANGE ZIP	JET	DRIVE (Z)	DRIVE	24
3	DBL F. ZM	JET	DRIVE (Z)	DRIVE	24
3	DBL F. ZM	SCAT	DRIVE (Z)	DRIVE	24
R	NEAR ZIP	SCAT	DRIVE (Z)	DRIVE	24
3	DBL F. SP	SCAT	LINE (H)	DRIVE	26
R	CHANGE ZK	SCAT	LINE (X)	DRIVE	26
3	DBL HIP	SCAT	LINE (X) M	DRIVE	26
3	DBL	SCAT	585 Y SHALLOW	VERT	28
3	TRAIN	SCAT	989 Y SHALLOW	VERT	28
3	TRAIN F. WZ	SCAT	989 Y SHALLOW	VERT	28
3	DBL	SCAT	DBL PUMP	VERT	28
E	CHANGE	BASE	495	VERT	32
E	CHANGE ZIP	BASE	089	VERT	32
3	DBL HIP	H/L	089	VERT	32
3	TRAIN	JET	495 Y SHALLOW	VERT	32
E	CHANGE	BASE	794 BKS SIT	VERT	32
3	TRAIN	JET	ZIPPER	VERT	32

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
R	FAR SLOT ZIP	QK SPRT	17	QK	4
P	TANDUM ROY	QK SHOT	DALLAS	QK	4
3	DBL	R/B	ORLANDO	QK	2
3	DBL	R/B	ORLANDO	QK	2
3	DBL F. SP	R/L	ORLANDO	QK	2
3	DBL HIP	R/B	ORLANDO	QK	2
T	SPLIT	R/B	ORLANDO	QK	2
T	TWINS	R/L	DALLAS	QK	4
T	TRIPS	R/L	DALLAS PUMP	QK	4
R	FAR SP	R/L	DENVER	QK	4
T	SPRD SP	R/L	DENVER	QK	4
T	SPRD SP	R/L	DENVER Y CL	QK	4
3	BUNCH	R/L	SEATTLE Z CHOICE	QK	4
NE	CHANGE	JET	5	IND	6
E	CHANGE	BASE	5	IND	6
T	FAR	BASE	7	IND	6
R	DOT	BASE	383 BKS CROSS	IND	6
R	DOT	SCAT	316 RM	HOR	8
R	FAR	SCAT	816 RM	HOR	10
3	VICE F. ZM	SCRAM	O86	HOR	10
R	CHANGE	SCAT	338 H TRAIL	ISO	12
R	SPLIT	SCAT	338 H TRAIL	ISO	12
R	FAR SP	SCAT	ANGLE (H)	ISO	12
H	SQZ	SCAT	ANGLE DRAG (U)	ISO	12
R	FAR	SCAT	SHALLOW CROSS (X) M	ISO	12
R	NEAR WZ	SCAT	SHALLOW CROSS (X) M	ISO	12
3	DBL F. SP	SCAT	DODGE (DBL)	DDG	14
T	SPRD	JET	DODGE (DBL)	DDG	14
P	TANDUM	SCAT	DODGE (DBL)	DDG	14
T	SPRD SLOT SP	SCAT	CHEVY	DDG	14
T	SPRD ZG	SCAT	CHEVY	DDG	14
R	FAR SLOT SP	SCAT	FORD	DDG	14
R	FAR SLOT SP	SCAT	FORD	DDG	14
T	SPRD ZG	SCAT	FORD	DDG	14
3	TRAIN	SCAT	GIANT	DDG	16
3	TRAIN L. WZ	H/L	DIG	DIG	20

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
4	BUNCH	SCAT	FLAT (Y)	FLAT	22
T	TWINS WZ	JET	STAR (X)	FLAT	22
3	DBL SP	SCAT	STAR (Z)	FLAT	22
R	FAR SP	SCAT	STAR (Z)	FLAT	22
T	SPRD SP	JET	DRIVE (H) Z POST	DRIVE	24
3	DBL ZIP	JET	DRIVE (Z)	DRIVE	24
R	TANDUM AX	SCAT	LINE (X)	DRIVE	26
3	DBL F. SP	SCAT	DBL PUMP	VERT	28
3	DBL	H/L	788	VERT	30
3	DBL HIP	H/L	788	VERT	30
3	TANDUM ZIP	H/L	788	VERT	30
T	TRIPS ZK	F/L	788	VERT	30
3	VICE	F/L	788	VERT	30
3	TRAIN	DART	788 Y SHALLOW	VERT	30
R	DOT	FOX	368	VERT	32
T	SPRD	FK 13	SLUGO	VERT	32
3	DBL SP	SCAT	ZIPPER	VERT	32
3	TRAIN F. WZ	SCAT	ZIPPER	VERT	32
T	SPRD	FK 13	X FRISCO	PA	36
T	SPRD	FK 13	X FRISCO	PA	36
T	SPRD	FK 13	X GLANCE	PA	36

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
E	CHANGE	20	GUT
E	DOT	20	GUT
R	DOT	20	GUT
R	FAR	20	GUT
3	DBL F. SP	40	GUT
R	DOT	40	GUT
R	FAR (FK SP)	40	GUT
R	NEAR WZ	40	GUT
T	SPRD (F. SP)	40	GUT
R	DOT	70	OUTSIDE WK
R	FAR	70	OUTSIDE WK
R	NEAR WZ	70	OUTSIDE WK
T	SPRD F. SP	70	OUTSIDE WK
R	DOT	60	OUTSIDE 'A'
R	FAR	60	OUTSIDE 'A'
R	NEAR WZ	60	OUTSIDE 'A'
3	DBL	60	OUTSIDE 'K'
3	TRAIN	60	OUTSIDE 'K'
T	SPRD	60	OUTSIDE ✓
R	DOT	80	TEX 'A'
R	FAR	80	TEX 'A'
T	SPRD	80	TEX ✓
3	DBL	30	TREY 'A'
3	DBL	70	TREY 'A'
3	TRAIN	70	TREY 'A'

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
R	DOT	40	SLIDE
R	FAR	40	SLIDE
R	NEAR WZ	40	SLIDE
T	SPRD F. SP	40	SLIDE
T	TWINS WZ	40	SLIDE
E	CHANGE	40	SLIDE 'E'
E	DOT	40	SLIDE 'E'
R	DOT	40	ISO
R	FAR SP	40	ISO
R	NEAR	40	ISO
T	SPRD SP	40	ISO
R	DOT SLOT F. ZM	40	MAN
R	DOT ZAP	40	MAN
R	NEAR ZAP	40	MAN
T	SPRD SP	40	MAN
U	DOT	40	MAN
U	NEAR	40	MAN
U	TRIPS JUG	40	MAN
R	NEAR (F. WZ)	60	MAN
3	TRAIN F. WZ	60	MAN
3	DBL SP	60	MAN
T	SPRD SP	60	MAN
R	CHANGE	30	DRAW
R	FAR	30	DRAW
E	CHANGE	20	DRAW 'E'
E	DOT	20	DRAW 'E'
R	DOT	PHB	DRAW
T	SPRD SP	PHB	DRAW
R	FAR SP	PHB	DRAW
R	NEAR	PHB	DRAW
3	DBL	20	PAINT 'A'
3	TRAIN	20	PAINT 'A'

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>
R	CHANGE	12	TRAP
E	CHANGE	12	TRAP
R	DOT RT	12	TRAP
R	FAR	12	TRAP
T	SPRD	12	TRAP
3	TRAIN	12	TRAP
E	DOT	14	TRAP WK
R	DOT	14	TRAP WK
R	FAR	14	TRAP WK
T	SPRD F. SP	14	TRAP WK
T	SPRD	14	TRAP WK
3	DBL LT	15	O √
3	TRAIN	15	O √
R	FAR LT	15	O √
R	NEAR WZ	15	O √
T	SPRD	15	O √
R	FAR	15	O WK
R	NEAR WZ	15	O WK
T	SPRD F. SP	15	O WK



<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
R	CHANGE F. ZM	R/B	ORLANDO	QK	2
3	DBL (F. SP)	R/B	ORLANDO	QK	2
3	DBL HIP	R/B	ORLANDO	QK	2
R	FAR F. SP	R/B	ORLANDO	QK	2
R	NEAR WZ	R/B	ORLANDO	QK	2
R	SPLIT	R/B	ORLANDO	QK	2
R	SPLIT	R/B	ORLANDO	QK	2
T	SPRD (F. SP) (ZM)	R/B	ORLANDO	QK	2
3	DBL F. SP	R/L	ORLANDO	QK	2
3	BUNCH F. WZ	R/L	CINCY	QK	4
3	TRAIN F. WZ	R/L	CINCY	QK	4
E	CHANGE SP	R/L	DALLAS	QK	4
T	SPRD L. SP	R/L	DALLAS	QK	4
3	TRAIN	R/L	DALLAS	QK	4
T	TWINS	R/L	DALLAS	QK	4
T	TWINS	R/L	DALLAS	QK	4
T	TWINS	R/L	DALLAS PUMP	QK	4
R	FAR SP	R/L	DENVER	QK	4
T	SPRD SP	R/L	DENVER	QK	4
T	SPRD SP	R/L	DENVER Y CL	QK	4
3	DBL F. SP	R/L	DETROIT	QK	4
T	SPRD (F. SP)	R/L	DETROIT		4
3	DBL	R/L	SEATTLE	QK	4
3	BUNCH	R/L	SEATTLE Z CHOICE	QK	4
R	FAR SP	QK OPT	DETROIT	QK	4
R	SPLIT	QK OPT	DETROIT	QK	4
3	DBL ROY	QK SHOT	DALLAS	QK	4
P	TANDUM ROY	QK SHOT	DALLAS	QK	4
3	TRAIN EMPTY	QK SHOT	DALLAS	QK	4
3	TRAIN EX F. LP	QK SPD 19		QK	4
E	CHANGE ZIP	QK SPRT 17		QK	4
R	FAR SLOT ZIP	QK SPRT 17		QK	4

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
E	CHANGE	BASE	5	IND	6
R	FAR	BASE	383	IND	6
R	NEAR	BASE	383	IND	6
R	DOT	BASE	383 BKS CROSS	IND	6
E	CHANGE	BASE	316 Y CLR	HOR	8
E	CHANGE	BASE	416 Y CLR	HOR	8
E	CHANGE ZIP	BASE	086	HOR	10
E	SPLIT	BASE	666 BKS M	HOR	10
E	CHANGE	BASE	GIANT	DDG	16
E	CHANGE	BASE	X D. OVER FK DRAW	3LEV	18
R	CHANGE	BASE	X D. OVER FK DRAW	3 LEV	18
R	CHANGE	BASE	585	VERT	28
E	CHANGE	BASE	495	VERT	32
E	CHANGE ZIP	BASE	089	VERT	32
E	CHANGE	BASE	794 BKS SIT	VERT	32
3	DBL	H/L	GIANT	DDG	16
3	TRAIN L. WZ	H/L	DIG	DIG	20
3	DBL (HIP)	H/L	788	VERT	30
3	TANDUM ZIP	H/L	788	VERT	30
3	DBL HIP	H/L	089	VERT	32
3	DBL F. SP	H/L HOT	8 PIVOT M	IND	6
3	DBL HIP	H/L HOT	086	HOR	10
T	SPRD (ZM)	H/L HOT	6 PIVOT M	HOR	10
3	DBL	H/L HOT	STAR (X)	FLAT	22
3	DBL REX	H/L HOT	STAR (X)	FLAT	22

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
R	NEAR	SCAT	316	HOR	8
T	SPRD SP	SCAT	316	HOR	8
R	DOT	SCAT	316 RM	HOR	8
T	SPRD SP	SCAT	316 Y CLR	HOR	8
3	TRAIN	SCAT	316 Y CLR	HOR	8
R	FAR	SCAT	316 Y CLR RM	HOR	8
3	TRAIN	SCAT	416 Y CLR	HOR	8
R	SPLIT	SCAT	616	HOR	10
R	FAR	SCAT	616 RM	HOR	10
R	FAR	SCAT	816 RM	HOR	10
R	NEAR	SCAT	816 Y CLR	HOR	10
3	TRAIN	SCAT	816 Y CLR	HOR	10
R	FAR	SCAT	816 Y CLR RM	HOR	10
R	CHANGE	SCAT	338 H TRAIL	ISO	12
3	DBL SP	SCAT	338 H TRAIL	ISO	12
R	NEAR	SCAT	338 H TRAIL	ISO	12
R	SPLIT	SCAT	338 H TRAIL	ISO	12
R	SPLIT	SCAT	338 H TRAIL	ISO	12
3	TRAIN F. WZ	SCAT	338 H TRAIL	ISO	12
3	DBL SP	SCAT	ANGLE (H)	ISO	12
R	FAR SP	SCAT	ANGLE (H)	ISO	12
E	SPLIT	SCAT	ANGLE (H)	ISO	12
R	SPLIT	SCAT	ANGLE (H)	ISO	12
3	DBL SP	SCAT	ANGLE DELAY (Y)	ISO	12
3	DBL F. SP	SCAT	ANGLE DRAG (H)	ISO	12
T	SPRD	SCAT	ANGLE DRAG (H)	ISO	12
H	SQZ	SCAT	ANGLE DRAG (U)	ISO	12
3	DBL	SCAT	SHALLOW CROSS (H)	ISO	12
3	TRAIN F. WZ	SCAT	SHALLOW CROSS (X)	ISO	12
R	FAR	SCAT	SHALLOW CROSS (X) M	ISO	12
R	NEAR WZ	SCAT	SHALLOW CROSS (X) M	ISO	12
3	DBL F. ZM	SCAT	CHEVY	DDG	14
T	SPRD SLOT SP	SCAT	CHEVY	DDG	14
T	SPRD ZG	SCAT	CHEVY	DDG	14
3	DBL (F. SP)	SCAT	DODGE (DBL)	DDG	14
T	SPRD	SCAT	DODGE (DBL)	DDG	14
T	SPRD SLOT L. SP	SCAT	DODGE (DBL)	DDG	14
P	TANDUM	SCAT	DODGE (DBL)	DDG	14
3	TRAIN WZ	SCAT	DODGE (DBL)	DDG	14
3	DBL F. ZM	SCAT	FORD	DDG	14
R	FAR SLOT SP	SCAT	FORD	DDG	14
T	SPRD ZG	SCAT	FORD	DDG	14
3	TRAIN	SCAT	GIANT	DDG	16
3	TRAIN	SCAT	GIANT Y CLR	DDG	16

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
3	TRAIN F. WZ	SCAT	079 H FLAT	3 LEV	18
R	FAR	SCAT	079 RM	3 LEV	18
R	FAR	SCAT	479 RM	3 LEV	18
3	TRAIN (F. WZ)	SCAT	479 Y FLAT	3 LEV	18
3	TRAIN	SCAT	DIG	DIG	20
3	TRAIN	SCAT	DIG Y CLR X 8	DIG	20
3	BUNCH	SCAT	FLAT (Y)	FLAT	22
4	BUNCH	SCAT	FLAT (Y)	FLAT	22
E	CHANGE ZIP	SCAT	STAR (Y)	FLAT	22
R	CHANGE ZIP	SCAT	STAR (Z)	FLAT	22
3	DBL SP	SCAT	STAR (Z)	FLAT	22
R	FAR SP	SCAT	STAR (Z)	FLAT	22
R	NEAR	SCAT	STAR (Z)	FLAT	22
T	SPRD SP	SCAT	STAR (Z)	FLAT	22
R	CHANGE ZG	SCAT	DRIVE (Z)	DRIVE	24
E	CHANGE ZIP	SCAT	DRIVE (Z)	DRIVE	24
R	CHANGE ZIP	SCAT	DRIVE (Z)	DRIVE	24
3	DBL F. ZM (ZIP)	SCAT	DRIVE (Z)	DRIVE	24
R	NEAR ZG (ZIP)	SCAT	DRIVE (Z)	DRIVE	24
3	DBL F. SP	SCAT	LINE (H)	DRIVE	26
3	DBL HIP	SCAT	LINE (H) M	DRIVE	26
3	TRAIN WZ	SCAT	LINE (H) M	DRIVE	26
R	CHANGE ZK	SCAT	LINE (X)	DRIVE	26
R	TANDUM AX	SCAT	LINE (X)	DRIVE	26
3	DBL AX	SCAT	LINE (X) M	DRIVE	26
3	DBL HIP	SCAT	LINE (X) M	DRIVE	26
T	TRIPS ZK	SCAT	LINE (X) M	DRIVE	26
R	CHANGE ZK	SCAT	LINE (Z) M	DRIVE	26
3	DBL	SCAT	585 Y SHALLOW	VERT	28
3	TRAIN	SCAT	585 Y SHALLOW	VERT	28
3	TRAIN F. WZ	SCAT	989 Y SHALLOW	VERT	28
3	DBL (F. SP)	SCAT	DBL PUMP	VERT	28
3	DBL F. ZM	SCAT	DBL PUMP	VERT	28
R	FAR SLOT L. SP	SCAT	DBL PUMP	VERT	28
T	SPRD SLOT L. SP	SCAT	DBL PUMP	VERT	28
T	SPRD ZM	SCAT	DBL PUMP	VERT	28
R	CHANGE	SCAT	818	VERT	30
R	FAR	SCAT	818 RM	VERT	30
R	CHANGE	SCAT	818 Y CLR	VERT	30
R	FAR	SCAT	818 Y CLR RM	VERT	30
3	DBL SP	SCAT	ZIPPER	VERT	32
3	TRAIN F. WZ	SCAT	ZIPPER	VERT	32

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
E	CHANGE	JET	5	IND	6
E	CHANGE	JET	5	IND	6
R	CHANGE	JET	8 Y PIVOT	IND	6
R	FAR	JET	8 Y PIVOT	IND	6
R	FAR SP	JET	8 Y PIVOT M	IND	6
3	TRAIN	JET	416 H CLR	HOR	8
4	ROCKET	JET	GIANT (DBL)	DDG	16
4	ROCKET	JET	GIANT (DBL)	DDG	16
3	DBL SP	JET	GIANT Y CLR	DDG	16
3	TRAIN	JET	DIG Y CLR X 8	DIG	20
R	FAR SLOT	JET	STAR (X)	FLAT	22
T	SPRD SLOT F. SP	JET	STAR (X)	FLAT	22
T	TWINS WZ	JET	STAR (X)	FLAT	22
3	DBL SP	JET	DRIVE (H)	DRIVE	24
T	SPRD SP	JET	DRIVE (H) Z POST	DRIVE	24
3	BUNCH L. WZ	JET	DRIVE (X)	DRIVE	24
E	CHANGE ZIP	JET	DRIVE (Z)	DRIVE	24
3	DBL F. ZM	JET	DRIVE (Z)	DRIVE	24
R	FAR ZG (ZIP)	JET	DRIVE (Z)	DRIVE	24
R	NEAR ZG (ZIP)	JET	DRIVE (Z)	DRIVE	24
T	SPRD ZG	JET	DRIVE (Z)	DRIVE	24
3	TRAIN	JET	495 Y SHALLOW	VERT	32
3	TRAIN	JET	ZIPPER	VERT	32
R	FAR	DART	6	HOR	8
T	SPRD F. SP	DART	6	HOR	8
3	DBL F. SP	DART	CURL	HOR	10
T	SPRD	DART	CURL	HOR	10
3	TRAIN	DART	GIANT Y CLR X SLANT	DDG	16
3	TRAIN F. WZ	DART	479 H FLAT	3 LEV	18
R	FAR	DART	WILLIE	3 LEV	18
T	SPRD	DART	WILLIE	3 LEV	18
R	NEAR ZIP	DART	FLAT (H)	FLAT	22
3	TRAIN	DART	788 Y SHALLOW	VERT	30
3	TRAIN	DART	368 Y FLAT	VERT	32
3	TRAIN	DART	ZIPPER	VERT	32

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
T	SPRD	OPT	GIANT	DDG	16
3	TRAIN F. WZ	OPT	X D. OVER	3LEV	18
R	FAR L. SP	OPT	DIG	DIG	20
T	SPRD L. SP	OPT	DIG	DIG	20
R	FAR F. SP	OPT	SLUGO	VERT	32
T	SPRD F. SP	OPT	SLUGO	VERT	32
R	FAR	FOX	X D. OVER	3 LEV	18
R	FAR	FOX	585	VERT	28
R	NEAR	FOX	585	VERT	28
T	SPRD F. SP	FOX	585	VERT	28
R	FAR F. SP	FOX	989	VERT	28
R	FAR SP	FOX	989	VERT	28
T	SPRD F. SP	FOX	989	VERT	28
R	DOT	FOX	368	VERT	32
R	FAR	FOX	495	VERT	32
E	DOT	FOX	368	VERT	32
R	NEAR	FOX	368	VERT	32
R	FAR	PHB	7	IND	6
R	NEAR	PHB	416 Y CLR	HOR	8
R	DOT	PHB	DIVIDE (Y)	3 LEV	18

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
3	DBL F. ZM	F/L	GIANT	DDG	16
R	FAR SLOT SP	F/L	GIANT	DDG	16
T	SPRD SLOT SP	F/L	GIANT	DDG	16
3	DBL F. ZM	F/L	DIG	DIG	20
T	TRIPS ZK	F/L	788	VERT	30
3	VICE	F/L	788	VERT	30

3	DBL SP	SCRAM	8 PIVOT M	IND	6
R	FAR SP	SCRAM	8 PIVOT M	IND	6
T	SPRD SP	SCRAM	8 PIVOT M	IND	6
R	NEAR ZIP	SCRAM	6 Z PIVOT M	HOR	10
3	VICE F. ZM	SCRAM	O86	HOR	10
3	VICE F. ZM	SCRAM	O86	HOR	10
3	VICE F. ZM	SCRAM	O86	HOR	10
R	CHANGE SLOT ZM	SCRAM	STAR (X)	FLAT	22
R	FAR SLOT ZM	SCRAM	STAR (X)	FLAT	22
R	CHANGE ZK	SCRAM	TD	FLAT	22
R	NEAR ZK	SCARM	TD M	FLAT	22
3	DBL F. ZM	SCRAM	STACK M	VERT	32

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
3	DBL ROY	SHOT	ANGLE (R)	ISO	12
3	DBL ROY	SHOT	ANGLE DRAG (H)	ISO	12
3	TRAIN	SPEED	STING	VERT	32
R	FAR	50	WAGGLE	AP	18
T	SPRD ZG	50	WAGGLE	AP	18
3	TRAIN	50	WAGGLE	AP	18
T	SPRD	50	WAGGLE T.B.		18
3	TRAIN	70	WAGGLE	AP	18
T	SPRD	FK 13	SLUGO	VERT	32
T	SPRD	FK 13	X FRISCO	PA	36
T	SPRD	FK 13	X GLANCE	PA	36



<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
3	BUNCH	R/L	SEATTLE Z CHOICE	QK	4
3	BUNCH	SCAT	FLAT (Y)	FLAT	22
3	BUNCH F. WZ	R/L	CINCY	QK	4
3	BUNCH L. WZ	JET	DRIVE (X)	DRIVE	24
3	DBL	60	OUTSIDE 'K'		
3	DBL	30	TREY 'A'		
3	DBL	70	TREY 'A'		
3	DBL	20	PAINT 'A'		
3	DBL F. SP	40	GUT		
3	DBL LT	15	O ✓		
3	DBL SP	60	MAN		
3	DBL (F. SP)	R/B	ORLANDO	QK	2
3	DBL F. SP	R/L	ORLANDO	QK	2
3	DBL HIP	R/B	ORLANDO	QK	2
3	DBL ROY	QK SHOT	DALLAS	QK	4
3	DBL F. SP	R/L	DETROIT	QK	4
3	DBL	R/L	SEATTLE	QK	4
3	DBL F. SP	H/L HOT	8 PIVOT M	IND	6
3	DBL SP	SCRAM	8 PIVOT M	IND	6
3	DBL HIP	H/L HOT	086	HOR	10
3	DBL F. SP	DART	CURL	HOR	10
3	DBL SP	SCAT	338 H TRAIL	ISO	12
3	DBL SP	SCAT	ANGLE (H)	ISO	12
3	DBL ROY	SHOT	ANGLE (R)	ISO	12
3	DBL SP	SCAT	ANGLE DELAY (Y)	ISO	12
3	DBL F. SP	SCAT	ANGLE DRAG (H)	ISO	12
3	DBL ROY	SHOT	ANGLE DRAG (H)	ISO	12
3	DBL	SCAT	SHALLOW CROSS (H)	ISO	12
3	DBL (F. SP)	SCAT	DODGE (DBL)	DDG	14
3	DBL F. ZM	SCAT	CHEVY	DDG	14
3	DBL F. ZM	SCAT	FORD	DDG	14
3	DBL	H/L	GIANT	DDG	16
3	DBL F. ZM	F/L	GIANT	DDG	16
3	DBL SP	JET	GIANT Y CLR	DDG	16
3	DBL F. ZM	F/L	DIG	DIG	20
3	DBL	H/L HOT	STAR (X)	FLAT	22
3	DBL REX	H/L HOT	STAR (X)	FLAT	22
3	DBL SP	SCAT	STAR (Z)	FLAT	22
3	DBL SP	JET	DRIVE (H)	DRIVE	24
3	DBL F. ZM	JET	DRIVE (Z)	DRIVE	24
3	DBL F. ZM (ZIP)	SCAT	DRIVE (Z)	DRIVE	24
3	DBL F. SP	SCAT	LINE (H)	DRIVE	26
3	DBL HIP	SCAT	LINE (H) M	DRIVE	26

P	FORMATION	PLAY	DISCRIPT	TYP	PG
3	DBL AX	SCAT	LINE (X) M	DRIVE	26
3	DBL HIP	SCAT	LINE (X) M	DRIVE	26
3	DBL	SCAT	585 Y SHALLOW	VERT	28
3	DBL (F. SP)	SCAT	DBL PUMP	VERT	28
3	DBL F. ZM	SCAT	DBL PUMP	VERT	28
3	DBL (HIP)	H/L	788	VERT	30
3	TANDUM ZIP	H/L	788	VERT	30
3	DBL HIP	H/L	089	VERT	32
3	DBL F. ZM	SCRAM	STACK M	VERT	32
3	DBL SP	SCAT	ZIPPER	VERT	32

3	TRAIN	60	OUTSIDE 'K'		
3	TRAIN	70	TREY 'A'		
3	TRAIN	20	PAINT 'A'		
3	TRAIN	12	TRAP		
3	TRAIN	15	O ✓		
3	TRAIN F. WZ	60	MAN		
3	TRAIN EX F. LP	QK SPD	19	QK	4
3	TRAIN F. WZ	R/L	CINCY	QK	4
3	TRAIN	R/L	DALLAS	QK	4
3	TRAIN EMPTY	QK SHOT	DALLAS	QK	4
3	TRAIN	SCAT	316 Y CLR	HOR	8
3	TRAIN	JET	416 H CLR	HOR	8
3	TRAIN	SCAT	416 Y CLR	HOR	8
3	TRAIN	SCAT	816 Y CLR	HOR	10
3	TRAIN F. WZ	SCAT	338 H TRAIL	ISO	12
3	TRAIN F. WZ	SCAT	SHALLOW CROSS (X)	ISO	12
3	TRAIN WZ	SCAT	DODGE (DBL)	DDG	14
3	TRAIN	SCAT	GIANT	DDG	16
3	TRAIN	SCAT	GIANT Y CLR	DDG	16
3	TRAIN	DART	GIANT Y CLR X SLANT	DDG	16
3	TRAIN F. WZ	SCAT	079 H FLAT	3 LEV	18
3	TRAIN F. WZ	DART	479 H FLAT	3 LEV	18
3	TRAIN (F. WZ)	SCAT	479 Y FLAT	3 LEV	18
3	TRAIN	70	WAGGLE	AP	18
3	TRAIN	50	WAGGLE	AP	18
3	TRAIN F. WZ	OPT	X D. OVER	3LEV	18
3	TRAIN	SCAT	DIG	DIG	20
3	TRAIN L. WZ	H/L	DIG	DIG	20
3	TRAIN	SCAT	DIG Y CLR X 8	DIG	20
3	TRAIN	JET	DIG Y CLR X 8	DIG	20
3	TRAIN WZ	SCAT	LINE (H) M	DRIVE	26
3	TRAIN	SCAT	585 Y SHALLOW	VERT	28
3	TRAIN F. WZ	SCAT	989 Y SHALLOW	VERT	28

P	FORMATION	PLAY	DISCRIPT	TYP	PG
3	TRAIN	DART	788 Y SHALLOW	VERT	30
3	TRAIN	DART	368 Y FLAT	VERT	32
3	TRAIN	JET	495 Y SHALLOW	VERT	32
3	TRAIN	SPEED	STING	VERT	32
3	TRAIN	JET	ZIPPER	VERT	32
3	TRAIN	DART	ZIPPER	VERT	32
3	TRAIN F. WZ	SCAT	ZIPPER	VERT	32
3	VICE	F/L	788	VERT	30
3	VICE F. ZM	SCRAM	O86	HOR	10
3	VICE F. ZM	SCRAM	O86	HOR	10
3	VICE F. ZM	SCRAM	O86	HOR	10
4	BUNCH	SCAT	FLAT (Y)	FLAT	22
4	ROCKET	JET	GIANT (DBL)	DDG	16
4	ROCKET	JET	GIANT (DBL)	DDG	16
E	CHANGE	20	GUT		
E	CHANGE	40	SLIDE 'E'		
E	CHANGE	20	DRAW 'E'		
E	CHANGE	12	TRAP		
E	CHANGE ZIP	QK SPRT	17	QK	4
E	CHANGE SP	R/L	DALLAS	QK	4
E	CHANGE	JET	5	IND	6
E	CHANGE	BASE	5	IND	6
E	CHANGE	JET	5	IND	6
E	CHANGE	BASE	316 Y CLR	HOR	8
E	CHANGE	BASE	416 Y CLR	HOR	8
E	CHANGE ZIP	BASE	086	HOR	10
E	SPLIT	BASE	666 BKS M	HOR	10
E	SPLIT	SCAT	ANGLE (H)	ISO	12
E	CHANGE	BASE	GIANT	DDG	16
E	CHANGE	BASE	X D. OVER FK DRAW	3LEV	18
E	CHANGE ZIP	SCAT	STAR (Y)	FLAT	22
E	CHANGE ZIP	SCAT	DRIVE (Z)	DRIVE	24
E	CHANGE ZIP	JET	DRIVE (Z)	DRIVE	24
E	CHANGE	BASE	495	VERT	32
E	CHANGE ZIP	BASE	089	VERT	32
E	CHANGE	BASE	794 BKS SIT	VERT	32
E	DOT	20	GUT		
E	DOT	40	SLIDE 'E'		
E	DOT	20	DRAW 'E'		
E	DOT	14	TRAP WK		
E	DOT	FOX	368	VERT	32

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
R	CHANGE	30	DRAW		
R	CHANGE	12	TRAP		
R	CHANGE F. ZM	R/B	ORLANDO	QK	2
R	CHANGE	JET	8 Y PIVOT	IND	6
R	CHANGE	SCAT	338 H TRAIL	ISO	12
R	CHANGE	BASE	X D. OVER FK DRAW	3 LEV	18
R	CHANGE SLOT ZM	SCRAM	STAR (X)	FLAT	22
R	CHANGE ZIP	SCAT	STAR (Z)	FLAT	22
R	CHANGE ZK	SCRAM	TD	FLAT	22
R	CHANGE ZG	SCAT	DRIVE (Z)	DRIVE	24
R	CHANGE ZIP	SCAT	DRIVE (Z)	DRIVE	24
R	CHANGE ZK	SCAT	LINE (X)	DRIVE	26
R	CHANGE ZK	SCAT	LINE (Z) M	DRIVE	26
R	CHANGE	BASE	585	VERT	28
R	CHANGE	SCAT	818	VERT	30
R	CHANGE	SCAT	818 Y CLR	VERT	30
R	DOT	20	GUT		
R	DOT	40	GUT		
R	DOT	70	OUTSIDE WK		
R	DOT	60	OUTSIDE 'A'		
R	DOT	80	TEX 'A'		
R	DOT	40	SLIDE		
R	DOT	40	ISO		
R	DOT	PHB	DRAW		
R	DOT	14	TRAP WK		
R	DOT RT	12	TRAP		
R	DOT SLOT F. ZM	40	MAN		
R	DOT ZAP	40	MAN		
R	DOT	BASE	383 BKS CROSS	IND	6
R	DOT	SCAT	316 RM	HOR	8
R	DOT	PHB	DIVIDE (Y)	3 LEV	18
R	DOT	FOX	368	VERT	32
R	FAR	20	GUT		
R	FAR	70	OUTSIDE WK		
R	FAR	60	OUTSIDE 'A'		
R	FAR	80	TEX 'A'		
R	FAR	40	SLIDE		
R	FAR	30	DRAW		
R	FAR	12	TRAP		
R	FAR	14	TRAP WK		
R	FAR	15	O WK		
R	FAR (FK SP)	40	GUT		
R	FAR	15	O v		

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
R	FAR SP	40	ISO		
R	FAR SP	PHB	DRAW		
R	FAR F. SP	R/B	ORLANDO	QK	2
R	FAR	PHB	7	IND	6
R	FAR	BASE	383	IND	6
R	FAR	JET	8 Y PIVOT	IND	6
R	FAR	JET	8 Y PIVOT	IND	6
R	FAR	DART	6	HOR	8
R	FAR	SCAT	316 Y CLR RM	HOR	8
R	FAR	SCAT	616 RM	HOR	10
R	FAR	SCAT	816 RM	HOR	10
R	FAR	SCAT	816 Y CLR RM	HOR	10
R	FAR	SCAT	SHALLOW CROSS (X) M	ISO	12
R	FAR	SCAT	079 RM	3 LEV	18
R	FAR	SCAT	479 RM	3 LEV	18
R	FAR	50	WAGGLE	AP	18
R	FAR	DART	WILLIE	3 LEV	18
R	FAR	FOX	X D. OVER	3 LEV	18
R	FAR L. SP	OPT	DIG	DIG	20
R	FAR ZG (ZIP)	JET	DRIVE (Z)	DRIVE	24
R	FAR	FOX	585	VERT	28
R	FAR F. SP	FOX	989	VERT	28
R	FAR	SCAT	818 RM	VERT	30
R	FAR	SCAT	818 Y CLR RM	VERT	30
R	FAR	FOX	495	VERT	32
R	FAR F. SP	OPT	SLUGO	VERT	32
R	FAR SLOT ZIP	QK SPRT	17	QK	4
R	FAR SLOT SP	SCAT	FORD	DDG	14
R	FAR SLOT SP	F/L	GIANT	DDG	16
R	FAR SLOT	JET	STAR (X)	FLAT	22
R	FAR SLOT ZM	SCRAM	STAR (X)	FLAT	22
R	FAR SLOT L. SP	SCAT	DBL PUMP	VERT	28
R	FAR SP	R/L	DENVER	QK	4
R	FAR SP	QK OPT	DETROIT	QK	4
R	FAR SP	SCAM	8 PIVOT M	IND	6
R	FAR SP	JET	8 Y PIVOT M	IND	6
R	FAR SP	SCAT	ANGLE (H)	ISO	12
R	FAR SP	SCAT	STAR (Z)	FLAT	22
R	FAR SP	FOX	989	VERT	28

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
R	NEAR	40	ISO		
R	NEAR	PHB	DRAW		
R	NEAR (F. WZ)	60	MAN		
R	NEAR ZAP	40	MAN		
R	NEAR	BASE	383	IND	6
R	NEAR	SCAT	316	HOR	8
R	NEAR	PHB	416 Y CLR	HOR	8
R	NEAR ZIP	SCRAM	6 Z PIVOT M	HOR	10
R	NEAR	SCAT	816 Y CLR	HOR	10
R	NEAR	SCAT	338 H TRAIL	ISO	12
R	NEAR ZIP	DART	FLAT (H)	FLAT	22
R	NEAR	SCAT	STAR (Z)	FLAT	22
R	NEAR ZK	SCARM	TD M	FLAT	22
R	NEAR ZG (ZIP)	SCAT	DRIVE (Z)	DRIVE	24
R	NEAR ZG (ZIP)	JET	DRIVE (Z)	DRIVE	24
R	NEAR	FOX	585	VERT	28
R	NEAR	FOX	368	VERT	32
R	NEAR WZ	40	GUT		
R	NEAR WZ	70	OUTSIDE WK		
R	NEAR WZ	60	OUTSIDE 'A'		
R	NEAR WZ	40	SLIDE		
R	NEAR WZ	15	O ✓		
R	NEAR WZ	15	O WK		
R	NEAR WZ	R/B	ORLANDO	QK	2
R	NEAR WZ	SCAT	SHALLOW CROSS (X) M	ISO	12
R	SPLIT	R/B	ORLANDO	QK	2
R	SPLIT	R/B	ORLANDO	QK	2
R	SPLIT	QK OPT	DETROIT	QK	4
R	SPLIT	SCAT	616	HOR	10
R	SPLIT	SCAT	338 H TRAIL	ISO	12
R	SPLIT	SCAT	ANGLE (H)	ISO	12
R	SPLIT	SCAT	338 H TRAIL	ISO	12
R	TANDUM AX	SCAT	LINE (X)	DRIVE	26

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
T	SPRD	80	TEX ✓		
T	SPRD	12	TRAP		
T	SPRD	14	TRAP WK		
T	SPRD	60	OUTSIDE ✓		
T	SPRD	15	O ✓		
T	SPRD (F. SP)	40	GUT		
T	SPRD F. SP	70	OUTSIDE WK		
T	SPRD F. SP	40	SLIDE		
T	SPRD F. SP	14	TRAP WK		
T	SPRD F. SP	15	O WK		
T	SPRD SP	40	ISO		
T	SPRD SP	40	MAN		
T	SPRD SP	60	MAN		
T	SPRD SP	PHB	DRAW		
T	SPRD (F. SP) (ZM)	R/B	ORLANDO	QK	2
T	SPRD L. SP	R/L	DALLAS	QK	4
T	SPRD SP	R/L	DENVER	QK	4
T	SPRD SP	R/L	DENVER Y CL	QK	4
T	SPRD (F. SP)	R/L	DETROIT	QK	4
T	SPRD SP	SCRAM	8 PIVOT M	IND	6
T	SPRD F. SP	DART	6	HOR	8
T	SPRD SP	SCAT	316	HOR	8
T	SPRD SP	SCAT	316 Y CLR	HOR	8
T	SPRD (ZM)	H/L HOT	6 PIVOT M	HOR	10
T	SPRD	DART	CURL	HOR	10
T	SPRD	SCAT	ANGLE DRAG (H)	ISO	12
T	SPRD	SCAT	DODGE (DBL)	DDG	14
T	SPRD ZG	SCAT	CHEVY	DDG	14
T	SPRD ZG	SCAT	FORD	DDG	14
T	SPRD	OPT	GIANT	DDG	16
T	SPRD ZG	50	WAGGLE	AP	18
T	SPRD	50	WAGGLE T.B.	AP	18
T	SPRD	DART	WILLIE	3 LEV	18
T	SPRD L. SP	OPT	DIG	DIG	20
T	SPRD SP	SCAT	STAR (Z)	FLAT	22
T	SPRD SP	JET	DRIVE (H) Z POST	DRIVE	24
T	SPRD ZG	JET	DRIVE (Z)	DRIVE	24
T	SPRD F. SP	FOX	585	VERT	28
T	SPRD F. SP	FOX	989	VERT	28
T	SPRD ZM	SCAT	DBL PUMP	VERT	28
T	SPRD	FK 13	SLUGO	VERT	32
T	SPRD F. SP	OPT	SLUGO	VERT	32
T	SPRD	FK 13	X FRISCO	PA	36
T	SPRD	FK 13	X GLANCE	PA	36

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
T	SPRD SLOT F. SP	JET	STAR (X)	FLAT	22
T	SPRD SLOT L. SP	SCAT	DODGE (DBL)	DDG	14
T	SPRD SLOT L. SP	SCAT	DBL PUMP	VERT	28
T	SPRD SLOT SP	SCAT	CHEVY	DDG	14
T	SPRD SLOT SP	F/L	GIANT	DDG	16
T	TWINS WZ	40	SLIDE		
T	TWINS	R/L	DALLAS	QK	4
T	TWINS	R/L	DALLAS PUMP	QK	4
T	TWINS	R/L	DALLAS	QK	4
T	TWINS WZ	JET	STAR (X)	FLAT	22
T	TRIPS ZK	SCAT	LINE (X) M	DRIVE	26
T	TRIPS ZK	F/L	788	VERT	30
U	DOT	40	MAN		
U	NEAR	40	MAN		
U	TRIPS JUG	40	MAN		
H	SQZ	SCAT	ANGLE DRAG (U)	ISO	12
P	TANDUM	SCAT	DODGE (DBL)	DDG	14
P	TANDUM ROY	QK SHOT	DALLAS	QK	4



<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
3	BUNCH	R/L	SEATTLE Z CHOICE	QK	4
3	BUNCH	SCAT	FLAT (Y)	FLAT	22
4	BUNCH	SCAT	FLAT (Y)	FLAT	22
3	BUNCH F. WZ	R/L	CINCY	QK	4
3	BUNCH L. WZ	JET	DRIVE (X)	DRIVE	24
E	CHANGE	JET	5	IND	6
E	CHANGE	BASE	5	IND	6
E	CHANGE	JET	5	IND	6
R	CHANGE	JET	8 Y PIVOT	IND	6
E	CHANGE	BASE	316 Y CLR	HOR	8
R	CHANGE	SCAT	338 H TRAIL	ISO	12
E	CHANGE	BASE	GIANT	DDG	16
E	CHANGE	BASE	X D. OVER FK DRAW	3LEV	18
R	CHANGE	BASE	X D. OVER FK DRAW	3 LEV	18
R	CHANGE	BASE	585	VERT	28
R	CHANGE	SCAT	818	VERT	30
R	CHANGE	SCAT	818 Y CLR	VERT	30
E	CHANGE	BASE	495	VERT	32
E	CHANGE	BASE	794 BKS SIT	VERT	32
R	CHANGE	30	DRAW		
E	CHANGE	20	DRAW 'E'		
E	CHANGE	20	GUT		
E	CHANGE	40	SLIDE 'E'		
E	CHANGE	12	TRAP		
R	CHANGE	12	TRAP		
E	CHANGE	BASE	416 Y CLR	HOR	8
R	CHANGE F. ZM	R/B	ORLANDO	QK	2
R	CHANGE SLOT ZM	SCRAM	STAR (X)	FLAT	22
E	CHANGE SP	R/L	DALLAS	QK	4
R	CHANGE ZG	SCAT	DRIVE (Z)	DRIVE	24
E	CHANGE ZIP	QK SPRT	17	QK	4
E	CHANGE ZIP	BASE	086	HOR	10
E	CHANGE ZIP	SCAT	STAR (Y)	FLAT	22
R	CHANGE ZIP	SCAT	STAR (Z)	FLAT	22
E	CHANGE ZIP	SCAT	DRIVE (Z)	DRIVE	24
E	CHANGE ZIP	JET	DRIVE (Z)	DRIVE	24
R	CHANGE ZIP	SCAT	DRIVE (Z)	DRIVE	24
E	CHANGE ZIP	BASE	089	VERT	32
R	CHANGE ZK	SCRAM	TD	FLAT	22
R	CHANGE ZK	SCAT	LINE (X)	DRIVE	26
R	CHANGE ZK	SCAT	LINE (Z) M	DRIVE	26
3	DBL	R/L	SEATTLE	QK	4
3	DBL	H/L	GIANT	DDG	16
3	DBL	H/L HOT	STAR (X)	FLAT	22

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
3	DBL	SCAT	585 Y SHALLOW	VERT	28
3	DBL	60	OUTSIDE 'K'		
3	DBL	20	PAINT 'A'		
3	DBL	30	TREY 'A'		
3	DBL	70	TREY 'A'		
3	DBL	15	O V		
3	DBL	SCAT	SHALLOW CROSS (H)	ISO	12
3	DBL (F. SP)	R/B	ORLANDO	QK	2
3	DBL (F. SP)	SCAT	DODGE (DBL)	DDG	14
3	DBL (F. SP)	SCAT	DBL PUMP	VERT	28
3	DBL (HIP)	H/L	788	VERT	30
3	DBL AX	SCAT	LINE (X) M	DRIVE	26
3	DBL F. SP	R/L	ORLANDO	QK	2
3	DBL F. SP	R/L	DETROIT	QK	4
3	DBL F. SP	H/L HOT	8 PIVOT M	IND	6
3	DBL F. SP	DART	CURL	HOR	10
3	DBL F. SP	SCAT	ANGLE DRAG (H)	ISO	12
3	DBL F. SP	SCAT	LINE (H)	DRIVE	26
3	DBL F. SP	40	GUT		
3	DBL F. ZM	SCAT	CHEVY	DDG	14
3	DBL F. ZM	SCAT	FORD	DDG	14
3	DBL F. ZM	F/L	GIANT	DDG	16
3	DBL F. ZM	F/L	DIG	DIG	20
3	DBL F. ZM	JET	DRIVE (Z)	DRIVE	24
3	DBL F. ZM	SCAT	DBL PUMP	VERT	28
3	DBL F. ZM	SCRAM	STACK M	VERT	32
3	DBL F. ZM (ZIP)	SCAT	DRIVE (Z)	DRIVE	24
3	DBL HIP	R/B	ORLANDO	QK	2
3	DBL HIP	H/L HOT	086	HOR	10
3	DBL HIP	SCAT	LINE (H) M	DRIVE	26
3	DBL HIP	SCAT	LINE (X) M	DRIVE	26
3	DBL HIP	H/L	089	VERT	32
3	DBL REX	H/L HOT	STAR (X)	FLAT	22
3	DBL ROY	QK SHOT	DALLAS	QK	4
3	DBL ROY	SHOT	ANGLE (R)	ISO	12
3	DBL ROY	SHOT	ANGLE DRAG (H)	ISO	12
3	DBL SP	SCRAM	8 PIVOT M	IND	6
3	DBL SP	SCAT	338 H TRAIL	ISO	12
3	DBL SP	SCAT	ANGLE (H)	ISO	12
3	DBL SP	SCAT	ANGLE DELAY (Y)	ISO	12
3	DBL SP	JET	GIANT Y CLR	DDG	16
3	DBL SP	SCAT	STAR (Z)	FLAT	22
3	DBL SP	JET	DRIVE (H)	DRIVE	24
3	DBL SP	SCAT	ZIPPER	VERT	32

P	FORMATION	PLAY	DISCRIPT	TYP	PG
3	DBL SP	60	MAN		
R	DOT	BASE	383 BKS CROSS	IND	6
R	DOT	SCAT	316 RM	HOR	8
R	DOT	PHB	DIVIDE (Y)	3 LEV	18
R	DOT	FOX	368	VERT	32
E	DOT	FOX	368	VERT	32
R	DOT	PHB	DRAW		
E	DOT	20	DRAW 'E'		
E	DOT	20	GUT		
R	DOT	20	GUT		
R	DOT	40	GUT		
R	DOT	40	ISO		
U	DOT	40	MAN		
R	DOT	60	OUTSIDE 'A'		
R	DOT	70	OUTSIDE WK		
R	DOT	40	SLIDE		
E	DOT	40	SLIDE 'E'		
R	DOT	80	TEX 'A'		
E	DOT	14	TRAP WK		
R	DOT	14	TRAP WK		
R	DOT RT	12	TRAP		
R	DOT SLOT F. ZM	40	MAN		
R	DOT ZAP	40	MAN		
R	FAR	PHB	7	IND	6
R	FAR	BASE	383	IND	6
R	FAR	JET	8 Y PIVOT	IND	6
R	FAR	DART	6	HOR	8
R	FAR	SCAT	316 Y CLR RM	HOR	8
R	FAR	SCAT	616 RM	HOR	10
R	FAR	SCAT	816 RM	HOR	10
R	FAR	SCAT	816 Y CLR RM	HOR	10
R	FAR	SCAT	SHALLOW CROSS (X) M	ISO	12
R	FAR	SCAT	079 RM	3 LEV	18
R	FAR	SCAT	479 RM	3 LEV	18
R	FAR	50	WAGGLE	AP	18
R	FAR	DART	WILLIE	3 LEV	18
R	FAR	FOX	X D. OVER	3 LEV	18
R	FAR	FOX	585	VERT	28
R	FAR	SCAT	818 RM	VERT	30
R	FAR	SCAT	818 Y CLR RM	VERT	30
R	FAR	FOX	495	VERT	32
R	FAR	30	DRAW		

P	FORMATION	PLAY	DISCRIPT	TYP	PG
R	FAR	20	GUT		
R	FAR	15	O WK		
R	FAR	15	O ✓		
R	FAR	60	OUTSIDE 'A'		
R	FAR	70	OUTSIDE WK		
R	FAR	40	SLIDE		
R	FAR	80	TEX 'A'		
R	FAR	12	TRAP		
R	FAR	14	TRAP WK		
R	FAR (FK SP)	40	GUT		
R	FAR F. SP	R/B	ORLANDO	QK	2
R	FAR F. SP	FOX	989	VERT	28
R	FAR F. SP	OPT	SLUGO	VERT	32
R	FAR L. SP	OPT	DIG	DIG	20
R	FAR SLOT	JET	STAR (X)	FLAT	22
R	FAR SLOT L. SP	SCAT	DBL PUMP	VERT	28
R	FAR SLOT SP	SCAT	FORD	DDG	14
R	FAR SLOT SP	F/L	GIANT	DDG	16
R	FAR SLOT ZIP	QK SPRT	17	QK	4
R	FAR SLOT ZM	SCRAM	STAR (X)	FLAT	22
R	FAR SP	R/L	DENVER	QK	4
R	FAR SP	QK OPT	DETROIT	QK	4
R	FAR SP	SCRAM	8 PIVOT M	IND	6
R	FAR SP	JET	8 Y PIVOT M	IND	6
R	FAR SP	SCAT	ANGLE (H)	ISO	12
R	FAR SP	SCAT	STAR (Z)	FLAT	22
R	FAR SP	FOX	989	VERT	28
R	FAR SP	PHB	DRAW		
R	FAR SP	40	ISO		
R	FAR ZG (ZIP)	JET	DRIVE (Z)	DRIVE	24
R	NEAR	BASE	383	IND	6
R	NEAR	SCAT	316	HOR	8
R	NEAR	PHB	416 Y CLR	HOR	8
R	NEAR	SCAT	816 Y CLR	HOR	10
R	NEAR	SCAT	338 H TRAIL	ISO	12
R	NEAR	SCAT	STAR (Z)	FLAT	22
R	NEAR	FOX	585	VERT	28
R	NEAR	FOX	368	VERT	32
R	NEAR	PHB	DRAW		
R	NEAR	40	ISO		
U	NEAR	40	MAN		
R	NEAR (F. WZ)	60	MAN		
R	NEAR WZ	R/B	ORLANDO	QK	2

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
R	NEAR WZ	SCAT	SHALLOW CROSS (X) M	SO	12
R	NEAR WZ	40	GUT		
R	NEAR WZ	15	O WK		
R	NEAR WZ	15	O ✓		
R	NEAR WZ	60	OUTSIDE 'A'		
R	NEAR WZ	70	OUTSIDE WK		
R	NEAR WZ	40	SLIDE		
R	NEAR ZAP	40	MAN		
R	NEAR ZG (ZIP)	SCAT	DRIVE (Z)	DRIVE	24
R	NEAR ZG (ZIP)	JET	DRIVE (Z)	DRIVE	24
R	NEAR ZIP	SCRAM	6 Z PIVOT M	HOR	10
R	NEAR ZIP	DART	FLAT (H)	FLAT	22
R	NEAR ZK	SCARM	TD M	FLAT	22
4	ROCKET	JET	GIANT (DBL)	DDG	16
4	ROCKET	JET	GIANT (DBL)	DDG	16
R	SPLIT	R/B	ORLANDO	QK	2
R	SPLIT	R/B	ORLANDO	QK	2
R	SPLIT	QK OPT	DETROIT	QK	4
R	SPLIT	SCAT	616	HOR	10
E	SPLIT	BASE	666 BKS M	HOR	10
R	SPLIT	SCAT	338 H TRAIL	ISO	12
R	SPLIT	SCAT	338 H TRAIL	ISO	12
E	SPLIT	SCAT	ANGLE (H)	ISO	12
R	SPLIT	SCAT	ANGLE (H)	ISO	12
T	SPRD	DART	CURL	HOR	10
T	SPRD	SCAT	ANGLE DRAG (H)	ISO	12
T	SPRD	SCAT	DODGE (DBL)	DDG	14
T	SPRD	OPT	GIANT	DDG	16
T	SPRD	DART	WILLIE	3 LEV	18
T	SPRD	FK 13	SLUGO	VERT	32
T	SPRD	FK 13	X FRISCO	PA	36
T	SPRD	FK 13	X GLANCE	PA	36
T	SPRD	80	TEX ✓		
T	SPRD	12	TRAP		
T	SPRD	14	TRAP WK		
T	SPRD	15	O ✓		
T	SPRD	60	OUTSIDE ✓		
T	SPRD	50	WAGGLE T.B.		18
T	SPRD (F. SP)	R/L	DETROIT		4
T	SPRD (F. SP)	40	GUT		
T	SPRD (F. SP) (ZM)	R/B	ORLANDO	QK	2

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
T	SPRD (ZM)	H/L HOT	6 PIVOT M	HOR	10
T	SPRD F. SP	DART	6	HOR	8
T	SPRD F. SP	FOX	585	VERT	28
T	SPRD F. SP	FOX	989	VERT	28
T	SPRD F. SP	OPT	SLUGO	VERT	32
T	<b>SPRD F. SP</b>	<b>15</b>	<b>O WK</b>		
T	<b>SPRD F. SP</b>	<b>70</b>	<b>OUTSIDE WK</b>		
T	<b>SPRD F. SP</b>	<b>40</b>	<b>SLIDE</b>		
T	<b>SPRD F. SP</b>	<b>14</b>	<b>TRAP WK</b>		
T	SPRD L. SP	R/L	DALLAS	QK	4
T	SPRD L. SP	OPT	DIG	DIG	20
T	SPRD SLOT F. SP	JET	STAR (X)	FLAT	22
T	SPRD SLOT L. SP	SCAT	DODGE (DBL)	DDG	14
T	SPRD SLOT L. SP	SCAT	DBL PUMP	VERT	28
T	SPRD SLOT SP	SCAT	CHEVY	DDG	14
T	SPRD SLOT SP	F/L	GIANT	DDG	16
T	SPRD SP	R/L	DENVER	QK	4
T	SPRD SP	R/L	DENVER Y CLR	QK	4
T	SPRD SP	SCRAM	8 PIVOT M	IND	6
T	SPRD SP	SCAT	316	HOR	8
T	SPRD SP	SCAT	316 Y CLR	HOR	8
T	SPRD SP	SCAT	STAR (Z)	FLAT	22
T	SPRD SP	JET	DRIVE (H) Z POST	DRIVE	24
T	<b>SPRD SP</b>	<b>PHB</b>	<b>DRAW</b>		
T	<b>SPRD SP</b>	<b>40</b>	<b>ISO</b>		
T	<b>SPRD SP</b>	<b>40</b>	<b>MAN</b>		
T	<b>SPRD SP</b>	<b>60</b>	<b>MAN</b>		
T	SPRD ZG	SCAT	CHEVY	DDG	14
T	SPRD ZG	SCAT	FORD	DDG	14
T	SPRD ZG	50	WAGGLE	AP	18
T	SPRD ZG	JET	DRIVE (Z)	DRIVE	24
T	SPRD ZM	SCAT	DBL PUMP	VERT	28
H	SQZ	SCAT	ANGLE DRAG (U)	ISO	12
P	TANDUM	SCAT	DODGE (DBL)	DDG	14
R	TANDUM AX	SCAT	LINE (X)	DRIVE	26
P	TANDUM ROY	QK SHOT	DALLAS	QK	4
3	TANDUM ZIP	H/L	788	VERT	30
3	TRAIN	R/L	DALLAS	QK	4
3	TRAIN	SCAT	316 Y CLR	HOR	8
3	TRAIN	JET	416 H CLR	HOR	8
3	TRAIN	SCAT	416 Y CLR	HOR	8

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
3	TRAIN	SCAT	816 Y CLR	HOR	10
3	TRAIN	SCAT	GIANT	DDG	16
3	TRAIN	SCAT	GIANT Y CLR	DDG	16
3	TRAIN	DART	GIANT Y CLR X SLANT	DDG	16
3	TRAIN	70	WAGGLE	AP	18
3	TRAIN	50	WAGGLE	AP	18
3	TRAIN	SCAT	DIG	DIG	20
3	TRAIN	SCAT	DIG Y CLR X 8	DIG	20
3	TRAIN	JET	DIG Y CLR X 8	DIG	20
3	TRAIN	SCAT	585 Y SHALLOW	VERT	28
3	TRAIN	DART	788 Y SHALLOW	VERT	30
3	TRAIN	DART	368 Y FLAT	VERT	32
3	TRAIN	JET	495 Y SHALLOW	VERT	32
3	TRAIN	SPEED	STING	VERT	32
3	TRAIN	JET	ZIPPER	VERT	32
3	TRAIN	DART	ZIPPER	VERT	32
3	TRAIN	15	O ✓		
3	TRAIN	60	OUTSIDE 'K'		
3	TRAIN	20	PAINT 'A'		
3	TRAIN	12	TRAP		
3	TRAIN	70	TREY 'A'		
3	TRAIN (F. WZ)	SCAT	479 Y FLAT	3 LEV	18
3	TRAIN EMPTY	QK SHOT	DALLAS	QK	4
3	TRAIN EX F. LP	QK SPD	19	QK	4
3	TRAIN F. WZ	R/L	CINCY	QK	4
3	TRAIN F. WZ	SCAT	338 H TRAIL	ISO	12
3	TRAIN F. WZ	SCAT	SHALLOW CROSS (X)	ISO	12
3	TRAIN F. WZ	SCAT	079 H FLAT	3 LEV	18
3	TRAIN F. WZ	DART	479 H FLAT	3 LEV	18
3	TRAIN F. WZ	OPT	X D. OVER	3LEV	18
3	TRAIN F. WZ	SCAT	989 Y SHALLOW	VERT	28
3	TRAIN F. WZ	SCAT	ZIPPER	VERT	32
3	TRAIN F. WZ	60	MAN		
3	TRAIN L. WZ	H/L	DIG	DIG	20
3	TRAIN WZ	SCAT	DODGE (DBL)	DDG	14
3	TRAIN WZ	SCAT	LINE (H) M	DRIVE	26
U	TRIPS JUG	40	MAN		
T	TRIPS ZK	SCA1	LINE (X) M	DRIVE	26
T	TRIPS ZK	F/L	788	VERT	30
T	TWINS	R/L	DALLAS	QK	4
T	TWINS	R/L	DALLAS	QK	4
T	TWINS	R/L	DALLAS PUMP	QK	4

<u>P</u>	<u>FORMATION</u>	<u>PLAY</u>	<u>DISCRIPT</u>	<u>TYP</u>	<u>PG</u>
T	TWINS WZ	JET	STAR (X)	FLAT	22
T	TWINS WZ	40	SLIDE		
3	VICE	F/L	788	VERT	30
3	VICE F. ZM	SCRAM	O86	HOR	10
3	VICE F. ZM	SCRAM	O86	HOR	10
3	VICE F. ZM	SCRAM	O86	HOR	10



JULY 31, 1998

## 1998 TRAINING CAMP SCRIMMAGE

BASE RUN		DROP BACK		CHECKS /	
20/30 GUT	(R) DOT	H/L HOT 6 PIVOT M	(T) SPRD (ZM)	✓ OUTSIDE AWAY FRC	
0/70 OUTSIDE ✓	(T) SPRD	SCRAM 8 PIVOT M	(R) FAR SP (3) TRAIN F. WZ	"KILL" OUTSIDE TO 20	
60/70 OUT WK	(R) FAR-DOT (T) SPRD F. SP	SCAT 816 Y CLR	(R) FAR -DOT	'A' TREY ✓ OMAHA OI	
40/50 SLIDE	(R) FAR-DOT (T) SPRD F. SP	SCAT DBL DODGE	(T) SPRD	PROTECTIONS:	
12/13 TRAP	(3) DBL-TRAIN (T) SPRD	JET Z DRIVE	(T) SPPD F. ZM (3) DBL F. ZM	SCAT RAM/LION TO F	
DRAW		SCAT Y ANGLE DELAY	(3) TRAIN F. WZ	SCAT ROBERT/LARRY	
PHB DRAW	(R) DOT	QUICKS		DUAL WK BUBBLE H/L	
NICKEL RUNS		R/B ORLANDO	(R) DOT-FAR (T) SPRD	NICKE	
'A' 60/70 TREY	(3) DBL-TRAIN	R/L CINCY	(3) TRAIN F. WZ	3RD 11	
'A' 60/70 OUT	(3) DBL-TRAIN	R/L DALLAS	(3) DBL F. ZM (3) TRAIN	(E) CHANGE BASE 58	
SCREENS		PLAY ACTION		(E) CHANGE ZIP BASE	
JET SCREEN	(R) FAR (T) SPRD SP	DART WILLIE	(T) SPRD	(3) DBL JET 794 Y SHA	
SPECIAL RUNS		DART 479 H FLAT	(3) TRAIN	3RD 7+	
SPECIAL PASSES		FOX 368	(R) DOT	(E) CHANGE ZIP BASE	
RED ZONE ROUTES		ACTION PASS		(4) ROC R/L SEATTLE	
(3) TRAIN R/L DALLAS		70 WAGGLE	(3) TRAIN	(NE) SPLIT SCAT H AN	
(4) ROCKET R/L SEATTLE		50 WAGGLE	(T) SPRD	(3) TRAIN JET 495 Y SH	
(R) FAR R/B ORLANDO		VERTICALS		3RD 4-	
(3) DBL F. ZM JET Z DRIVE		SCAT 585 Y SHALLOW	(3) DBL-TRAIN	(3) DBL REX H/L HOT X	
(T) SPRD F. ZM SCAT Z DRIVE		FOX 989	(R) DOT-FAR	(3) TRAIN SCAT GIANT	
(T) SPRD SP JET SCREEN		FOX 495	(R) DOT	(NE) CHANGE JET 5	
END ZONE		+10		(3) TRAIN JET 368 Y FL	
(R) DOT FOX 368 (+25)		(T) SPRD 12/13 TRAP		3rd 1-3	
(3) TRAIN JET 788 Y SHLW (+15)		(T) SPRD SLOT F. SP 40/50 SLIDE		(T) SPRD SLOT F. SP SC	
(3) TRAIN JET 368 Y FLAT		(T) SPRD FK 13 TRAP X GLANCE		(4) ROCKET QK SPRINT	
		END ZONE: (T) TWIN ZIP F/L 788		(3) DBL 'A' 60/70 OUTS	
		END ZONE: (3) TRAIN F. WZ DART ZIPPER		(3) DBL 80 MAN QB KE	
		GOAL LINE		BLITZ	
		(J) DOT 60/70 BLAST		R/L & R/B & KICK = OR	
		(J) DBL PP 60 H FLAT		H/L GIANT/DIG (3) DBL	
		2 POINT / 3RD DOWN		OPTION GIANT/DIG (3)	
		(3) DBL 20 GUT DODGE		SEQUENC	
				OFF DEF SERIES B	
				#1	1 1 30 YARD
				#2	2 2 30 YARD
				#3	2 1 35 YARD
				#4	1 2 25 YARD
				5 MINUTE HALF	
				#5	1 2 40 YARD
				#6	2 3 35 YARD
				#7	3 2 30 YARD
				#8	3 3 50 YARD



# 1998 TRAINING CAMP SCRIMMAGE DEPTH CHART

SERIES	PER	X	H	R	Y	Z	Q
#1 1VS1	R	REED	EVANS	SMITH	GLOVER	CARTER	JOHNSON
	T	REED	DELONG	SMITH	GLOVER	CARTER	JOHNSON
	3	REED	CARTER	SMITH	GLOVER	MOSS	JOHNSON
	E	REED	PALMER	SMITH	CARTER	MOSS	JOHNSON

SERIES	PER	X	H	R	Y	Z	Q
#2 2VS2	R	HATCH	GRAHAM	HOARD	GOODWIN	MOSS	CUNNINGHAM
	T	HATCH	DELONG	HOARD	GOODWIN	MOSS	CUNNINGHAM
	3	HATCH	WALSH	HOARD	GOODWIN	MOSS	CUNNINGHAM
	E	HATCH	GRAHAM	HOARD	GOODWIN	MOSS	CUNNINGHAM

SERIES	PER	X	H	R	Y	Z	Q
#3 2VS1	R	BLAND	GRAHAM	WILLIAMS	DELONG	TATE	BOUMAN
	T	BLAND	DELONG	WILLIAMS	GOODWIN	TATE	BOUMAN
	3	BLAND	WALSH	WILLIAMS	DELONG	TATE	BOUMAN
	E	BLAND	EVANS	WILLIAMS	WALSH	TATE	BOUMAN

SERIES	PER	X	H	R	Y	Z	Q
#4 1VS2	R	HATCH	EVANS	HOARD	GLOVER	MOSS	CUNNINGHAM
	T	HATCH	DELONG	HOARD	GLOVER	MOSS	CUNNINGHAM
	3	HATCH	WALSH	PALMER	GLOVER	MOSS	CUNNINGHAM
	E	HATCH	EVANS	HOARD	WALSH	MOSS	CUNNINGHAM

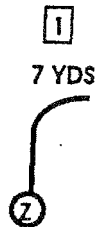
SERIES	PER	X	H	R	Y	Z	Q
#5 1VS2	R	HATCH	EVANS	WILLIAMS	GLOVER	MOSS	FIEDLER
	T	HATCH	DELONG	WILLIAMS	GLOVER	MOSS	FIEDLER
	3	HATCH	WALSH	WILLIAMS	GLOVER	MOSS	FIEDLER
	E	HATCH	EVANS	WILLIAMS	WALSH	MOSS	FIEDLER

SERIES	PER	X	H	R	Y	Z	Q
#6 2VS3	R	BLAND	FEMMY	GRAHAM	COLLINS	TATE	BOUMAN
	T	BLAND	BAYNHAM	GRAHAM	COLLINS	TATE	BOUMAN
	3	BRIDGES	BLAND	GRAHAM	COLLINS	TATE	BOUMAN
	E	BRIDGES	GRAHAM	WILLIAMS	BLAND	TATE	BOUMAN

SERIES	PER	X	H	R	Y	Z	Q
#7 3VS2	R	BRIDGES	FEMMY	MARROW	BAYNHAM	MURPHY	FIEDLER
	T	BRIDGES	BAYNHAM	MARROW	COLLINS	MURPHY	FIEDLER
	3	BRIDGES	BLAND	MARROW	BAYNHAM	MURPHY	FIEDLER
	E	BRIDGES	GRAHAM	WILLIAMS	BLAND	MURPHY	FIEDLER

SERIES	PER	X	H	R	Y	Z	Q
#8 3VS3	R	BRIDGES	FEMMY	MARROW	BAYNHAM	MURPHY	BOUMAN
	T	BRIDGES	BAYNHAM	MARROW	COLLINS	MURPHY	BOUMAN
	3	BRIDGES	BLAND	MARROW	BAYNHAM	MURPHY	BOUMAN
	E	BRIDGES	GRAHAM	WILLIAMS	BLAND	MURPHY	BOUMAN





The diagram illustrates a 6-hitch knot. It features a vertical line on the left with a horizontal bar at the top labeled "6 HITCH". Below this bar is a circle containing an "X". To the left of the vertical line is the text "FADE VS PRESS". A diagonal line labeled "FILL VOID" points to a series of circles. The first circle in this series contains a "Z". The second circle is empty. The third circle is filled black. The fourth circle is empty. The fifth circle is empty. The sixth circle is empty. Below the fourth circle is a circle containing an "R" with a line labeled "3" pointing to it. To the right of the sixth circle is a circle containing a "Y". Above the "Y" circle is a box containing the number "2" with a line labeled "5-6 HITCH" pointing to it. To the right of the "Y" circle is a horizontal bar with a circle containing an "H" on it. Above the "H" circle is a box containing the number "1" with a line labeled "WIDTH FIRST" pointing to it.

The diagram illustrates the 4-5 Hitch knot. It shows a rope with a bight (loop) at the bottom. A line labeled '1' goes from the bight up and over the standing part of the rope. Another line labeled '2' goes from the bight up and over the standing part of the rope, crossing line 1. A line labeled '3' goes from the bight up and over the standing part of the rope, crossing line 2. A line labeled '4' goes from the bight up and over the standing part of the rope, crossing line 3. A line labeled '5' goes from the bight up and over the standing part of the rope, crossing line 4. The knot is labeled '4-5 HITCH' and '5 YDS'.

[illegible]

12 YDS

6 YDS

5

X

7 VS COV 2

1

2

HOT

P

5

Y

H

CK

Z

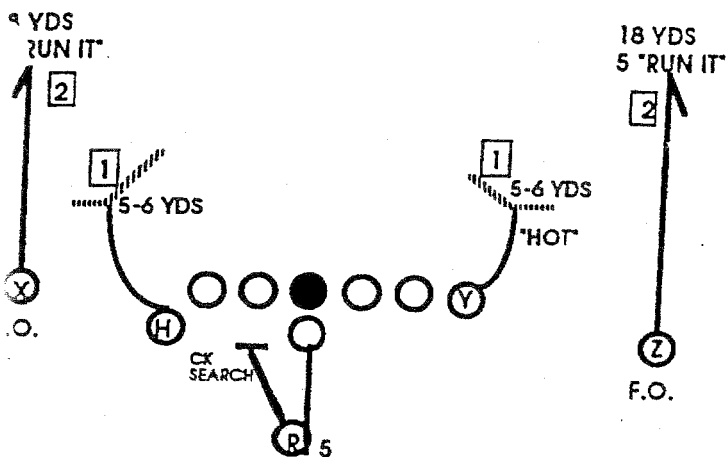
6 YDS

FADE VS PRESS/ROLL

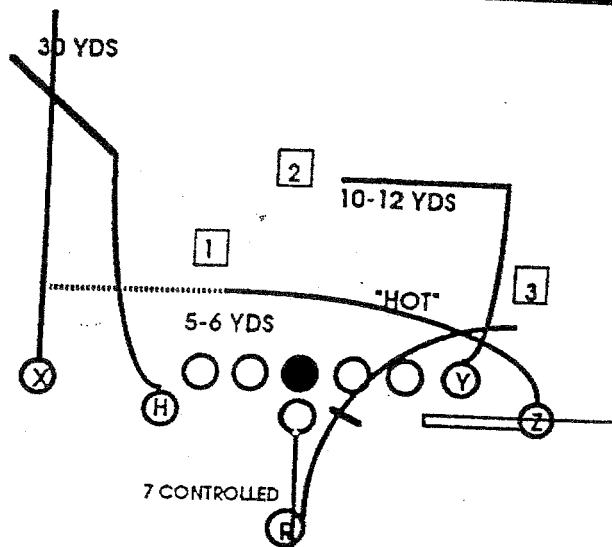
Diagram illustrating the experimental setup for the 'HOT' condition. The setup shows a 12 YDS distance from a starting point (X) to a target (Y). A curved path of 3-4 YDS leads from a starting point (H) to a target (Z). A third path leads from a starting point (R) to a target (Z). The diagram includes labels for 'FADE VS COV 2', 'HOT', and '12 YDS'.

SCATOLAVOIN 101540 101540 101540

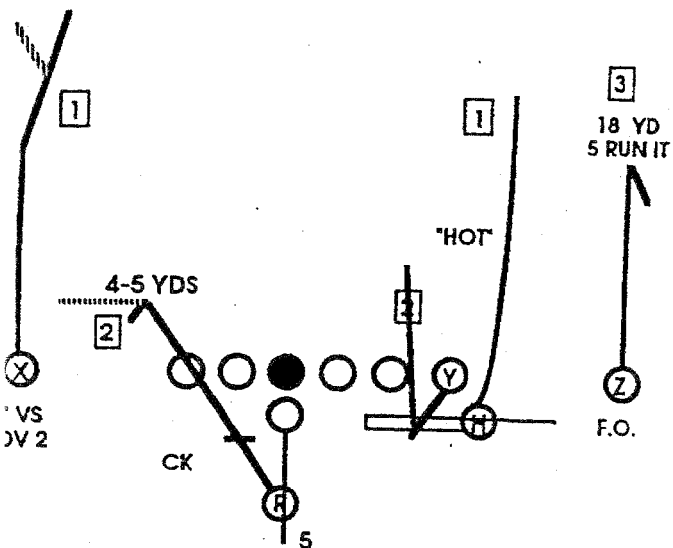




SCAT DBL DODGE (T) SPRD

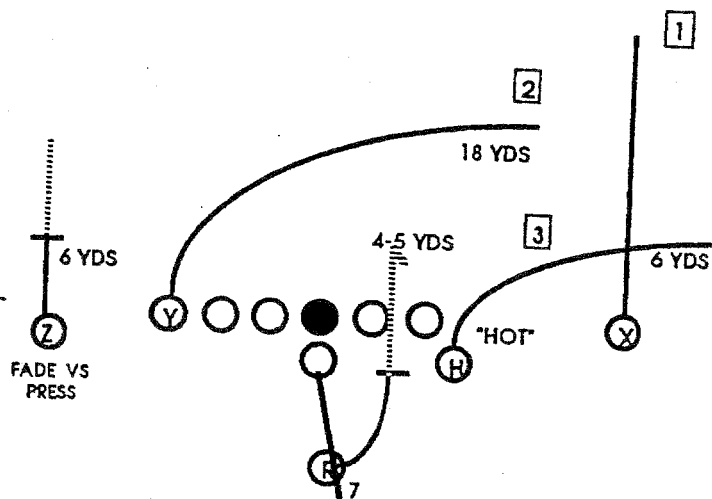


JET Z DRIVE (T) SPRD F. ZM (3) DBL F. ZM

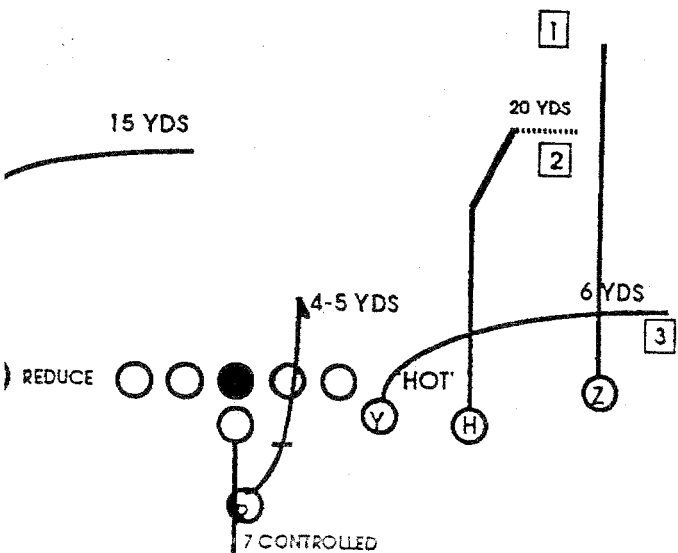


SCAT Y ANGLE DELAY (3) TRAIN F. WZ

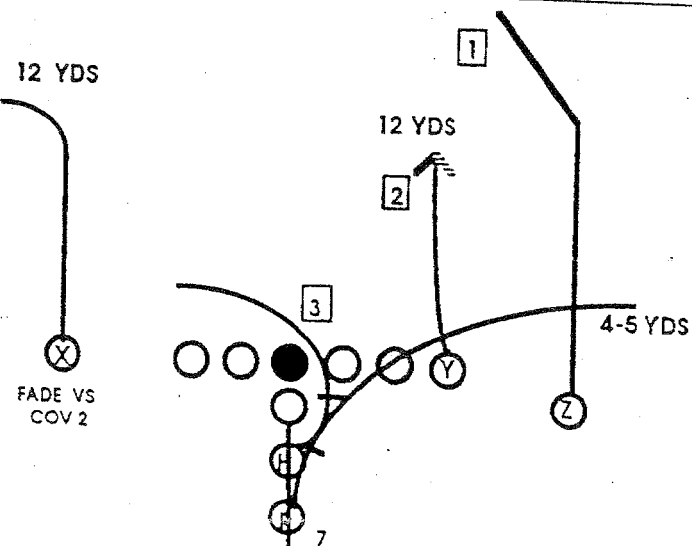
## PLAY ACTION



DART WILLIE (T) SPRD.



DART 479 FLAT (3) TRAIN

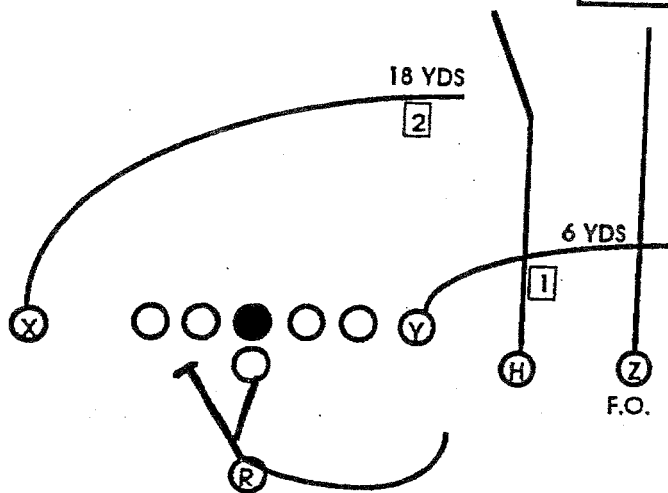


FOX 368 (R) DOT

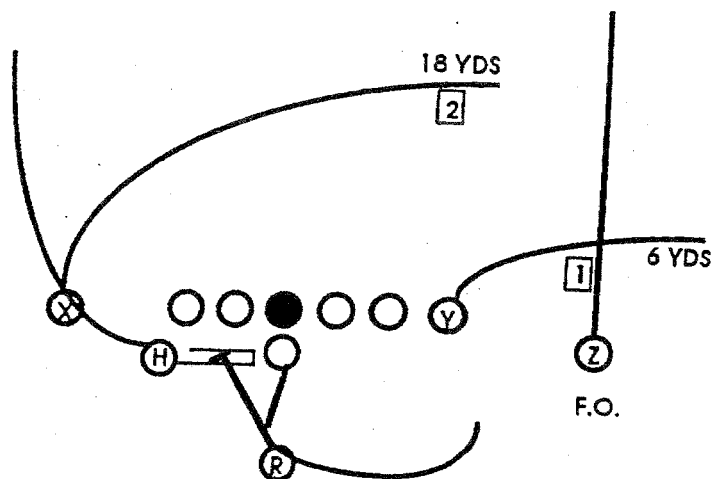




# ACTION PASS

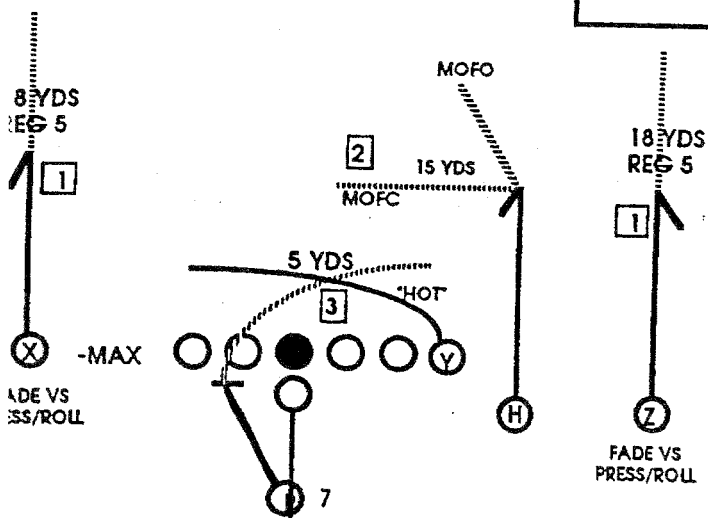


70 WAGGLE (3) TRAIN

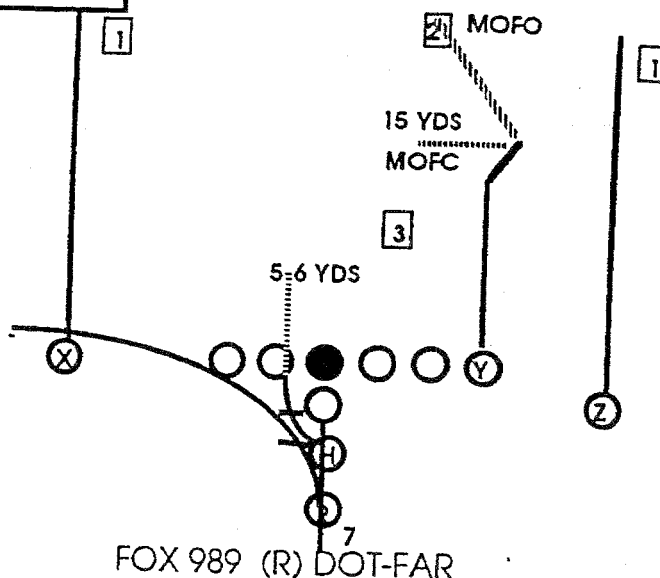


50 WAGGLE (T) SPRD

# VERTICALS

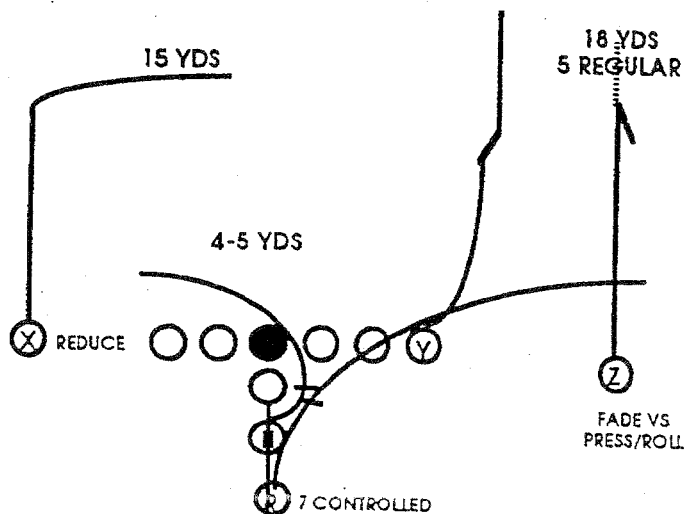


SCAT 585 Y SHALLOW (3) DBL-TRAIN

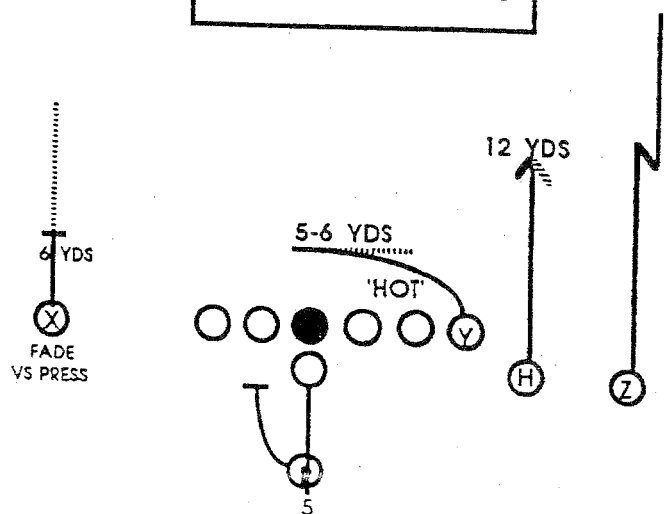


FOX 989 (R) DOT-FAR

# SPECIAL PASS



FOX 495 (R) DOT



SCAT GIANT 7 T.O. (3) TRAIN

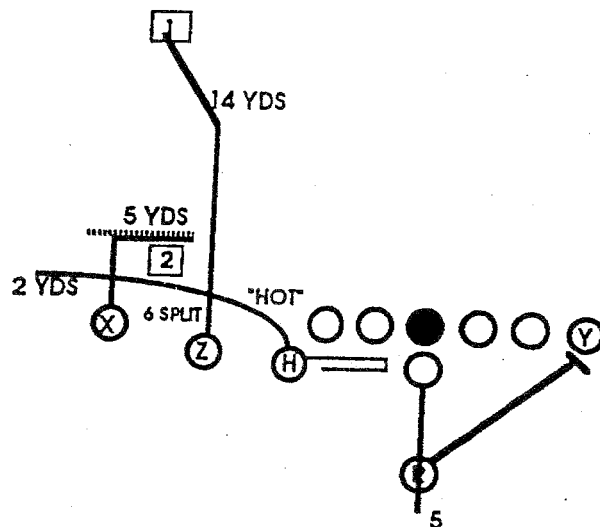




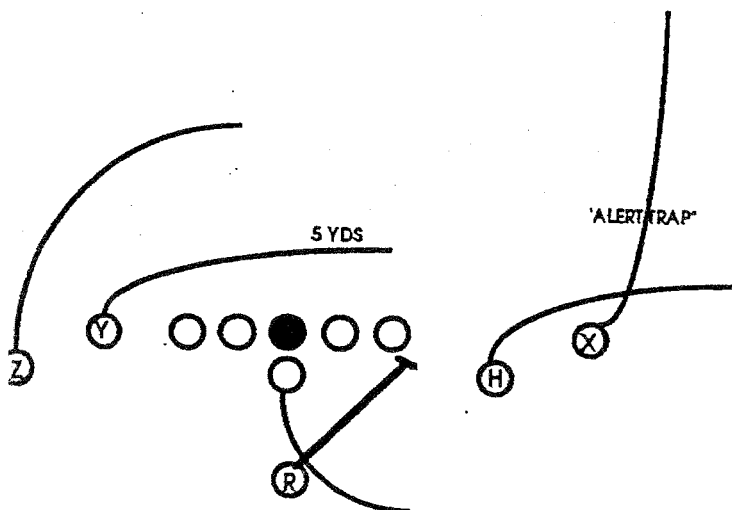
# 3RD 1-3

(T) SPRD SLOT F. SP SCRAM X STAR

(4) ROCKET QK SPRINT 19



(T) SPRD SLOT F. SP SCRAM X STAR



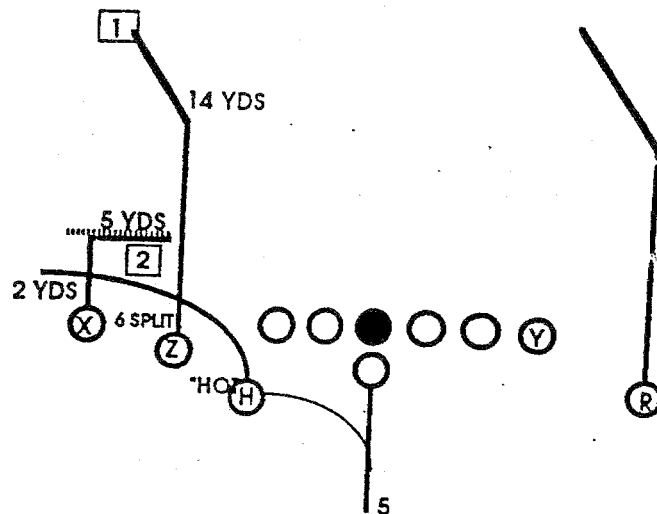
(4) ROCKET QK SPRINT 19



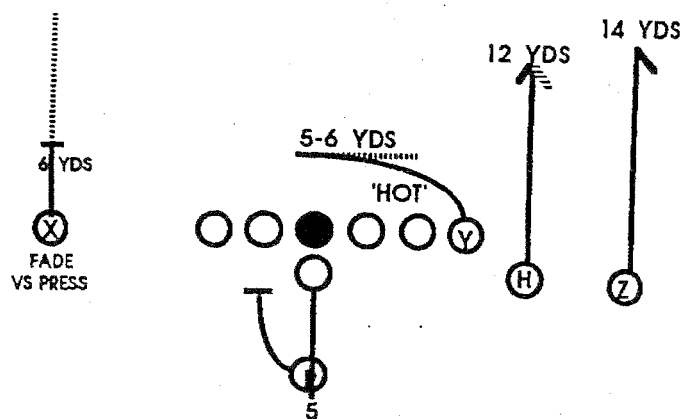


# 3RD 4-6

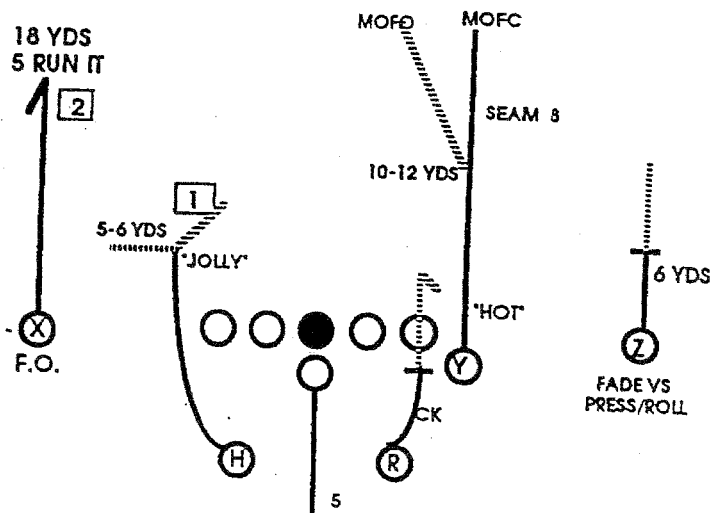
- (3) DBL REX H/L HOT X STAR
- (3) TRAIN SCAT GIANT (X SLANT)
- (NE) CHANGE JET 5
- (3) TRAIN JET 368 Y FLAT



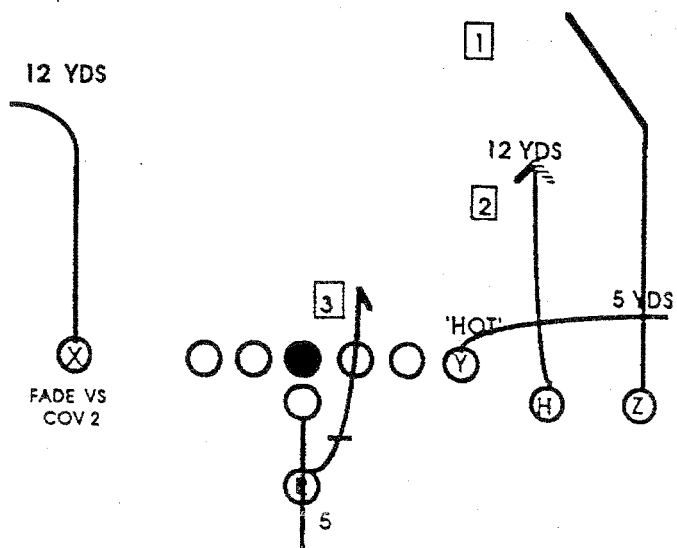
(3) DBL REX H/L HOT X STAR



(3) TRAIN SCAT GIANT (X SLANT)



(NE) CHANGE JET 5

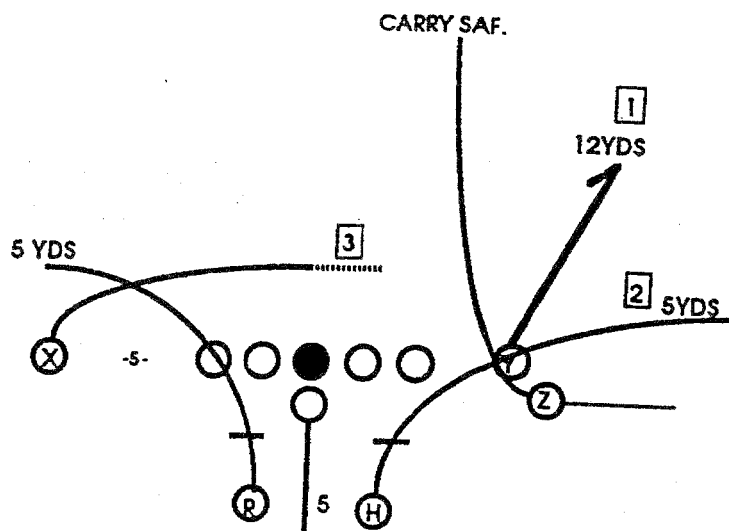


(3) TRAIN JET 368 Y FLAT

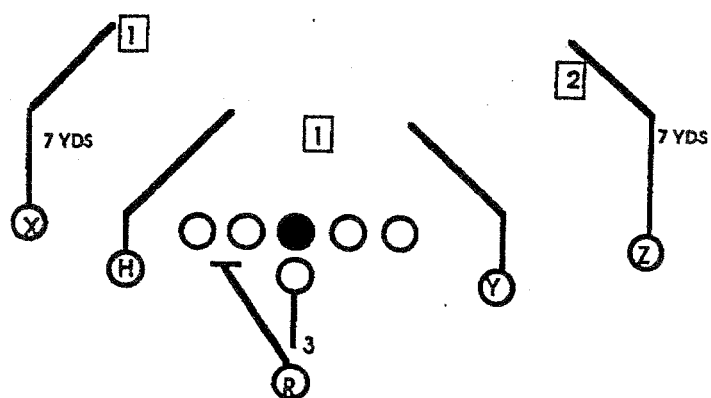


## 3RD 7-10

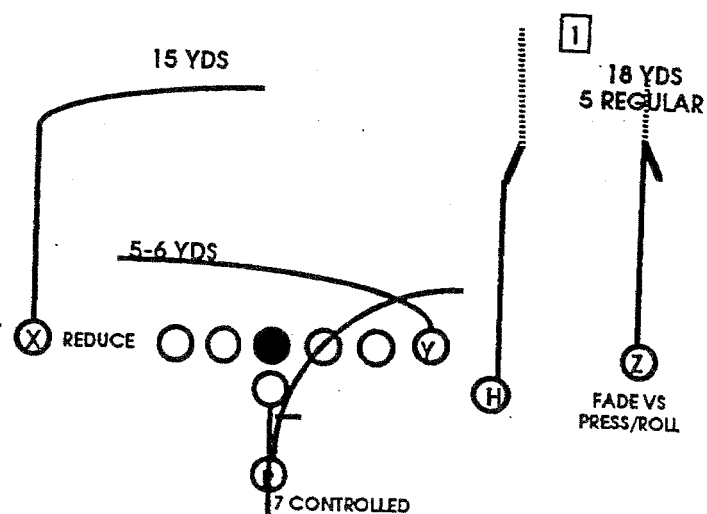
- (E) CHANGE ZIP BASE 086 (DEEP)  
 (4) ROC R/L SEATTLE  
 (NE) SPLIT SCAT H ANGLE  
 (3) TRAIN JET 495 Y SHALLOW



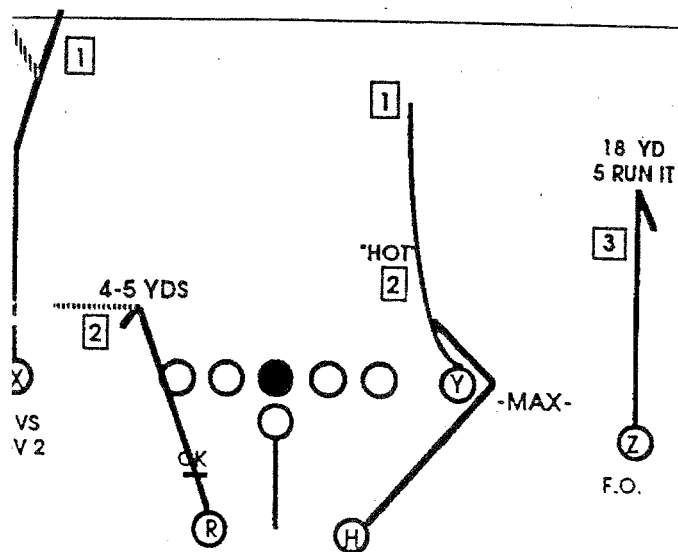
(E) CHANGE ZIP BASE 086 (DEEP)



(4) ROC R/L SEATTLE



(3) TRAIN JET 495 Y SHALLOW



(NE) SPLIT SCAT H ANGLE





The diagram illustrates three defensive strategies on a football field:

- FADE VS PRESS/ROLL:** A vertical line on the left shows a defensive back (X) positioned 18 YDS from the line of scrimmage (REG 5). A box labeled '1' is placed near the line of scrimmage.
- MOFO:** A vertical line on the right shows a defensive back (Y) positioned 15 YDS from the line of scrimmage (MOFC). A box labeled '2' is placed near the line of scrimmage.
- MOFC:** A vertical line on the right shows a defensive back (Z) positioned 18 YDS from the line of scrimmage (REG 5). A box labeled '1' is placed near the line of scrimmage.

In the center, a semi-circular arc represents the line of scrimmage. A defensive back (7) is positioned in the center. Two offensive players (H and R) are positioned on either side of the center. A box labeled '3' is placed near the line of scrimmage. The distance between the defensive back (7) and the offensive players (H and R) is marked as 4-5 YDS.

Diagram illustrating a football play setup. The diagram shows a line of scrimmage with a center (black circle) and guards (white circles). A fullback (H) and running back (R) are positioned behind the line. A quarterback (Z) is to the right. A line of defense (X) is to the left. A line of receivers (1, 2, 3) is to the right. A line of safes (CARRY SAF.) is at the top. Distances are marked: 6 YDS, 5, and -5. Arrows indicate movement paths.

Diagram illustrating player positions and distances on a football field:

- Player Z is 25 YDS from the left end.
- Player Y is 4-5 YDS from the center.
- Player H is 15 YDS from the right end.
- Player X is 15 YDS from the right end.
- Player P is 17 YDS from the center.

(3) DBL ~~JET~~ 794 Y SHALLOW  
SCAT



The diagrams are arranged in a 3x2 grid, each showing a different football play. Players are represented by circles (white for offensive, black for defensive) and letters (X, Y, Z, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z) in various positions. Yardage is indicated by numbers and arrows. End zone descriptions are provided for each play.

- (A) DOT FOX 368 (+25)**: Shows a play with a 12 YDS marker, a 4-5 YDS marker, and a 7 YDS marker. The end zone description is (R) DOT FOX 368 (+25).
- (B) TRAIN JET 788 Y SHLW (+15)**: Shows a play with a 25 YDS marker, a 10 YDS marker, and a 5-6 YDS marker. The end zone description is (3) TRAIN JET 788 Y SHLW (+15).
- (C) TRAIN JET 368 Y FLAT**: Shows a play with a 12 YDS marker, a 5 YDS marker, and a 'HOT' marker. The end zone description is (3) TRAIN JET 368 Y FLAT.
- (D) SPRD FK 13 TRAP X GLANCE**: Shows a play with a 7 YDS marker and a 'US VS WK ROTATION' marker. The end zone description is (T) SPRD FK 13 TRAP X GLANCE.
- (E) TWIN ZIP F/L 788**: Shows a play with a 6 YDS marker, a 'CARRY SAF.' marker, and a 'SEAM' marker. The end zone description is END ZONE: (T) TWIN ZIP F/L 788.
- (F) TRAIN F. WZ DART ZIPPER**: Shows a play with a 5-6 YDS marker, a 'HOT' marker, and a 'SEAM' marker. The end zone description is END ZONE: (3) TRAIN F. WZ DART ZIPPER.



## BASE ROUTES

TYP	PLAY	DISCRIPT	P	FORMATION
QK	QK OPT	DETROIT	R	FAR SP
	R/B	ORLANDO	T	SPRD F. SP
DDG	SCAT	DODGE (DBL)	3	DBL
	SCAT	GIANT	3	TRAIN
DIG	OPT	DIG	R	FAR L. SP
DRIVE	JET	DRIVE (Z)	R	FAR ZIP
	SCAT	LINE (H) M	R	NEAR ZIP
	SCAT	LINE (X) M	3	TRAIN WZ
			T	TRIPS ZK
FLAT	H/L HOT	STAR (X)	3	DBL
	JET	STAR (X)	R	FAR SLOT
	SCAT	STAR (Z)	R	NEAR
HOR	DART	6	T	SPRD F. SP
	SCAT	316	T	SPRD SP
	SCAT	616	R	SPLIT
	PHB	416 Y CLR	R	NEAR
	H/L HOT	6 PIVOT M	T	SPRD ZM
IND	PHB	7	R	FAR
	BASE	383	R	FAR
	SCRAM	8 PIVOT M	R	FAR SP
	JET	8 Y PIVOT M	R	FAR SP
ISO	SCAT	338 H TRAIL	3	DBL SP
	SCAT	338 H TRAIL	R	NEAR
	SCAT	ANGLE (H)	R	SPLIT
	SCAT	ANGLE DRAG (H)	T	SPRD
	SCAT	SHALLOW CROSS (X) M	R	FAR
3 LEV	DART	WILLIE	R	FAR
	FOX	X D. OVER	R	FAR
	50	WAGGLE	R	FAR
VERT	FOX	585	R	NEAR
	SCAT	989 Y SHALLOW	3	DBL
	SCAT	989 Y SHALLOW	3	TRAIN
	SCAT	DBL PUMP	3	DBL

## NICKEL ROUTES

TYP	PLAY	DISCRIPT	P	FORMATION
QK	QK SPD	DETROIT	3	TRAIN EX F. LP
	R/L	CINCY	3	BUNCH F. WZ
	R/L	DETROIT	3	DBL F. SP
	R/B	ORLANDO	T	SPRD
DDG	SCAT	DODGE (DBL)	3	DBL F. SP
	SCAT	FORD	T	SPRD ZG
	SCAT	GIANT	3	TRAIN
DIG	F/L	DIG	3	DBL F. ZM
	SCAT	DIG Y CLR X 8	3	TRAIN
	JET	DIG Y CLR X 8	3	TRAIN
DRIVE	JET	DRIVE (H)	3	DBL SP
	SCAT	LINE (X) M	3	DBL HIP
FLAT	DART	FLAT (H)	R	NEAR ZIP
HOR	SCAT	316	R	NEAR
	BASE	316 Y CLR	E	CHANGE
	SCAT	416 Y CLR	3	TRAIN
	SCAT	816 Y CLR	3	TRAIN
IND	JET	5	E	CHANGE
ISO	SCAT	SHALLOW CROSS (H)	3	DBL
	SCAT	SHALLOW CROSS (X) M	R	FAR ZM
3LEV	OPT	X D. OVER	3	TRAIN F. WZ
	BASE	X D. OVER FK DRAW	E	CHANGE
VERT	SCAT	585 Y SHALLOW	3	DBL
	SCAT	989 Y SHALLOW	3	TRAIN F. WZ
	SCAT	DBL PUMP	3	DBL

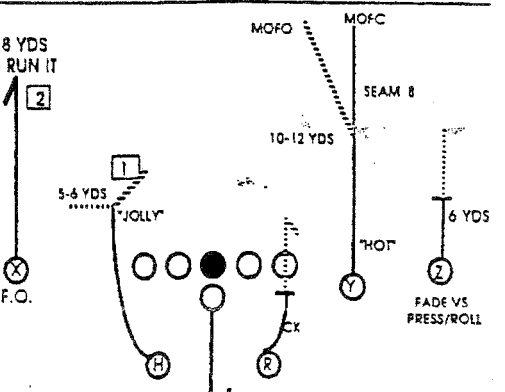
## BASE RUN

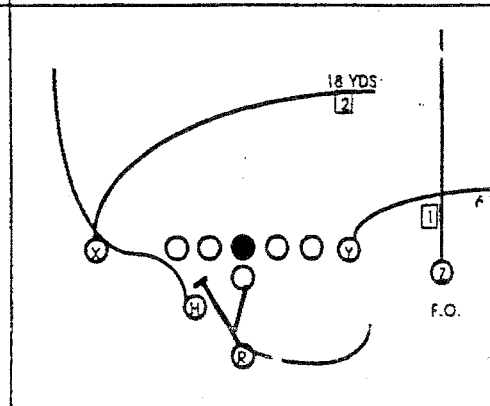
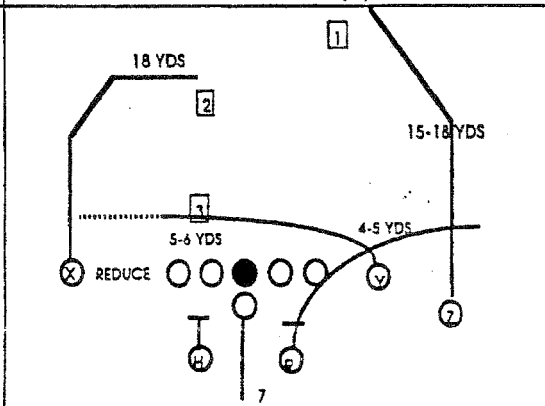
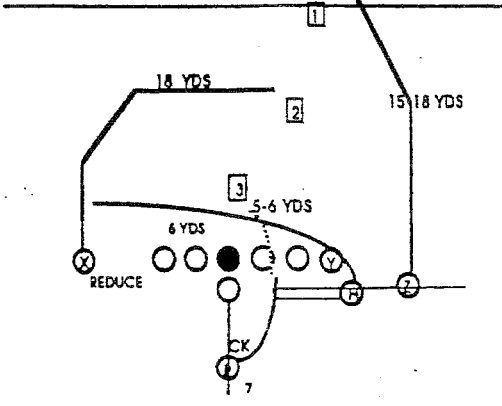
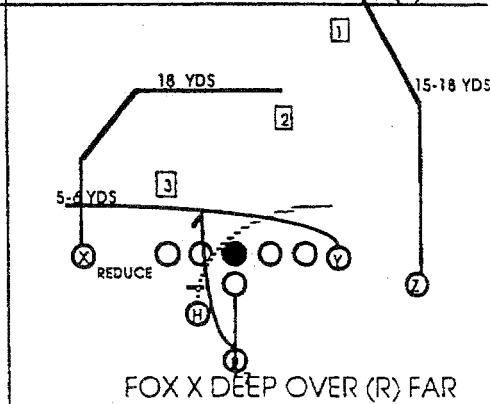
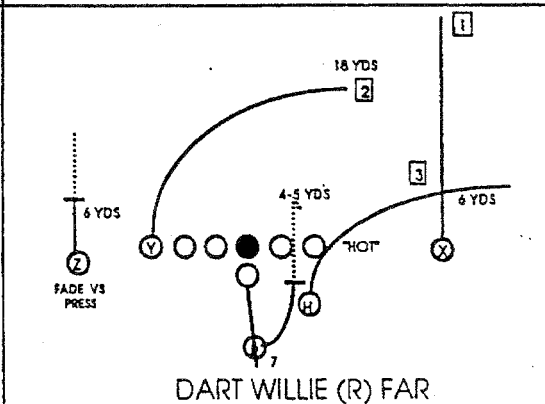
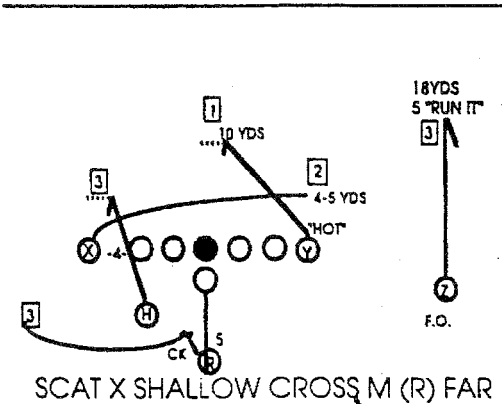
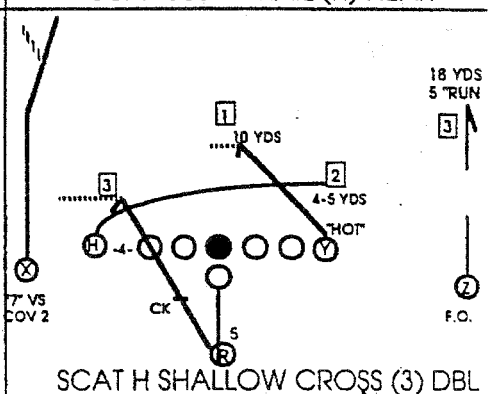
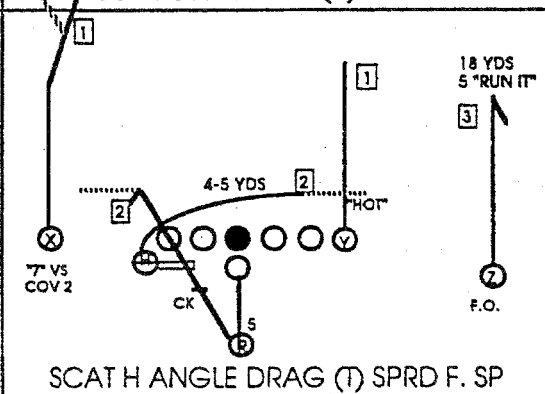
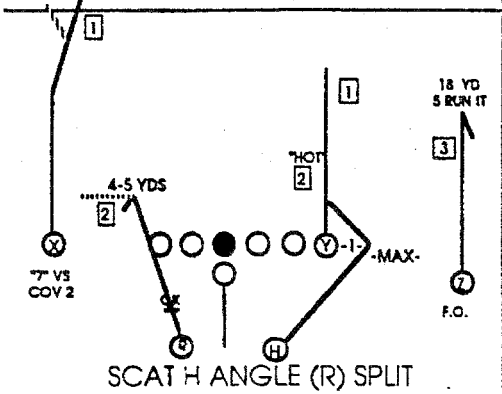
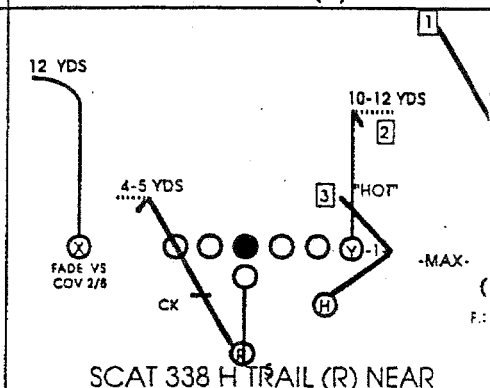
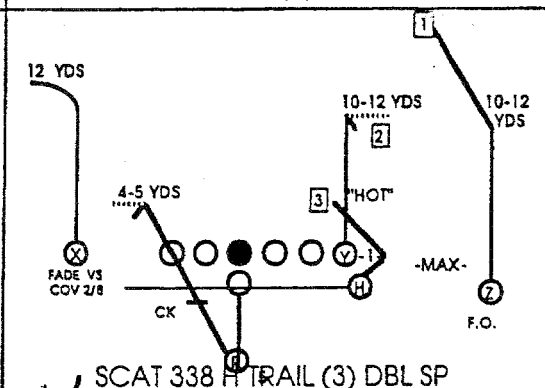
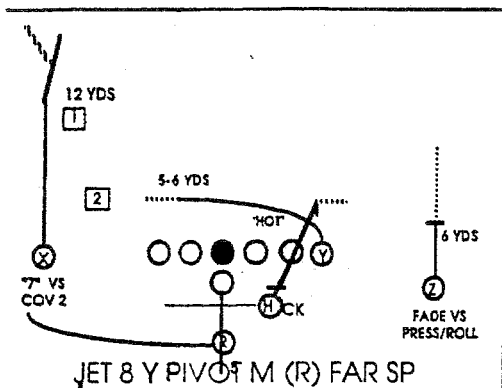
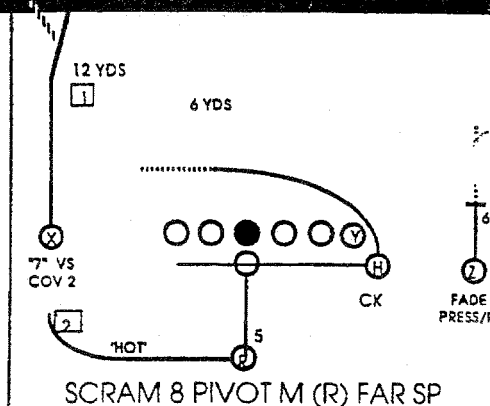
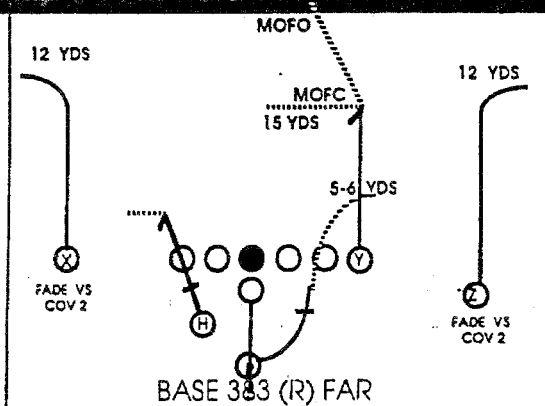
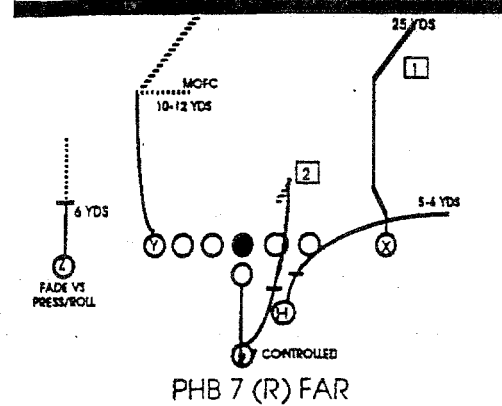
PLAY	DISCRIPT	P	FORMATION
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		R	FAR
50	GUT	R	DOT
		T	SPRD (F.SP)
60	OUTSIDE	T	SPRD
70	OUTSIDE	R	DOT
		R	FAR
		R	NEAR WZ
60	OUTSIDE WK	R	DOT
		R	FAR
		R	NEAR WZ
		T	SPRD F. SP
80	TEX	R	DOT
		R	FAR
80	TEX	T	SPR
40	SLIDE	R	DOT
		R	DOT
		R	FAR
		R	NEAR WZ
		T	SPRD F. SP
14	O	R	FAR
		R	NEAR WZ
		T	SPRD F. SP
		3	DBL
		3	TRAIN
14	O	T	SPRD

## NICKEL RUN

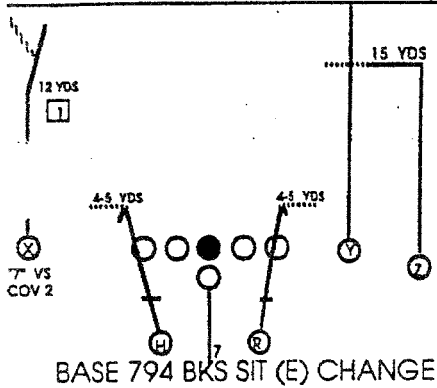
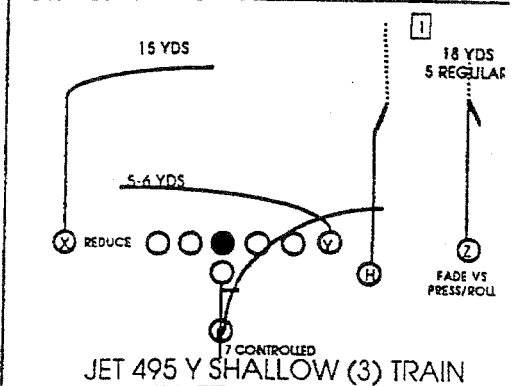
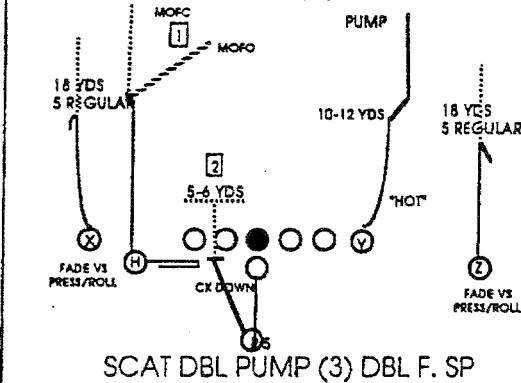
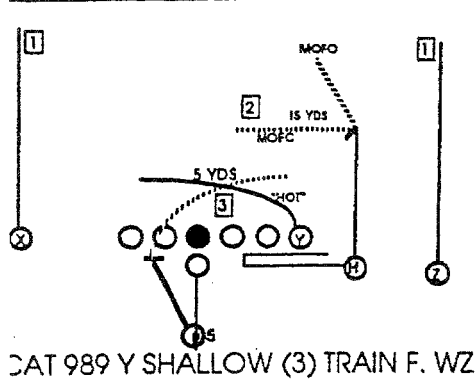
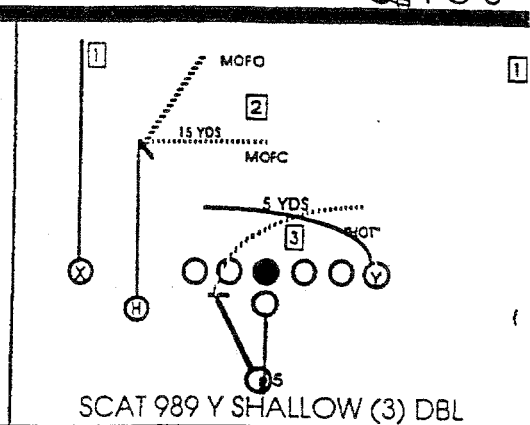
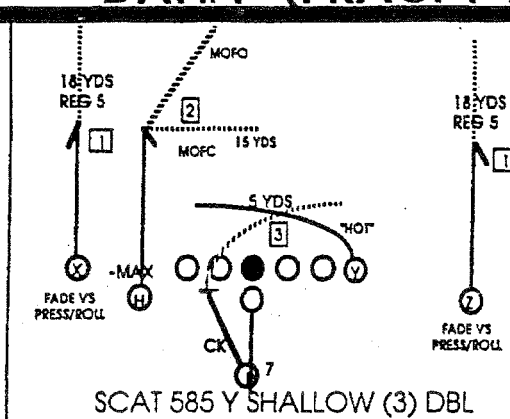
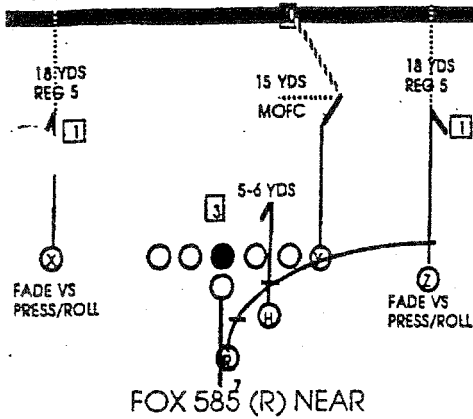
PLAY	DISCRIPT	P	FORMATION
15	O	3	TRAIN
14	O	3	DBL
60	OUT WK	R	FAR ZM













## BASE ROUTES

TYP	PLAY	DISCRIPT	P	FORMATION
QK	R/L	DALLAS	3	TRAIN
	R/L	DETROIT	T	SPRD
AP	50	WAGGLE	T	SPRD ZG
DDG	F/L	GIANT	R	FAR SLOT SP
DRIVE	SCAT	DRIVE (Z)	R	CHANGE ZG
	JET	DRIVE (Z)	R	FAR ZG
	SCAT	DRIVE (Z)	R	NEAR ZG
	SCAT	LINE (Z) M	R	CHANGE ZK
FLAT	H/L HOT	STAR (X)	3	DBL
	SCAT	STAR (Z)	R	NEAR
			T	SPRD SP
HOR	DART	6	R	FAR
	H/L HOT	6 PIVOT M	T	SPRD
	SCRAM	6 Z PIVOT M	R	NEAR ZIP
	SCAT	616 RM	R	FAR
	SCAT	816 RM	R	FAR
	SCAT	816 Y CLR RM	R	FAR
IND	SCRAM	8 PIVOT M	3	DBL SP
	SCRAM	8 PIVOT M	R	FAR SP
	SCRAM	8 PIVOT M	T	SPRD SP
	JET	8 Y PIVOT	R	FAR
VERT	FOX	585	R	FAR
	SCAT	818 RM	R	FAR
	SCAT	DBL PUMP	T	SPRD ZM

## NICKEL ROUTES

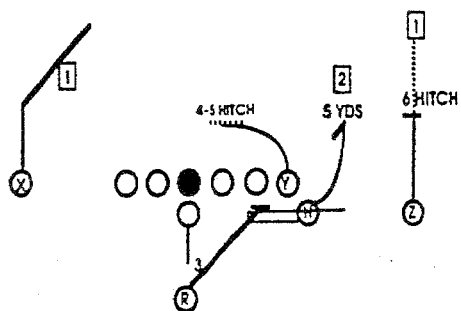
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QK	R/L	CINCY	3	TRAIN F. WZ
HOR	DART	6	R	FAR F. SP
3 LEV	SCAT	079 RM	R	FAR
DDG	SCAT	GIANT	3	TRAIN
DRIVE	JET	DRIVE (Z)	3	DBL F. ZM
	SCAT	DRIVE (Z)	R	NEAR ZIP
FLAT	SCAT	STAR (Y)	E	CHANGE ZIP
	SCRAM	TD M	R	NEAR ZK
ISO	SCAT	SHALLOW CROSS (X)	3	TRAIN

## BASE RUN

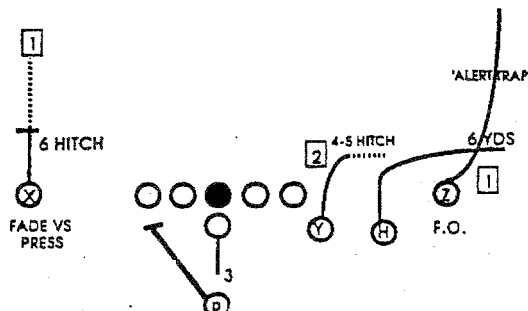
PLAY	DISCRIPT	P	FORMATION
20	GUT	R	DOT
40	GUT	R	FAR
		R	NEAR WZ
60	OUTSIDE WK	R	FAR
		R	NEAR WZ
		T	SPRD F. SP
60	OUTSIDE	T	SPRD
80	TEX \	T	SPRD
15	O	R	FAR
		3	DBL
15	O \	T	SPRD
40	SLIDE	R	FAR
		T	SPRD F. SP
12	TRAP	E	CHANGE
		E	CHANGE
		T	SPRD
		3	TRAIN
14	TRAP WK	R	DOT
		R	FAR
		E	DOT
		T	SPRD

## NICKEL RUN

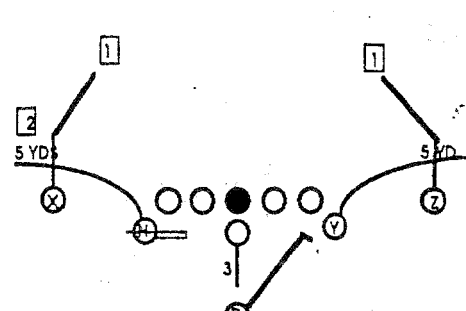
PLAY	DISCRIPT	P	FORMATION
13	TRAP	E	CHANGE



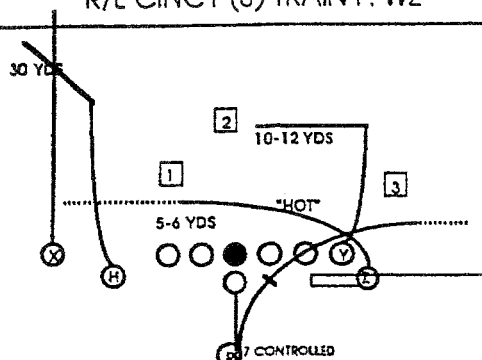
R/L CINCY (3) TRAIN F. WZ



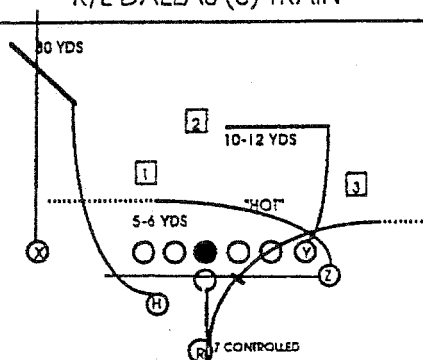
R/L DALLAS (3) TRAIN



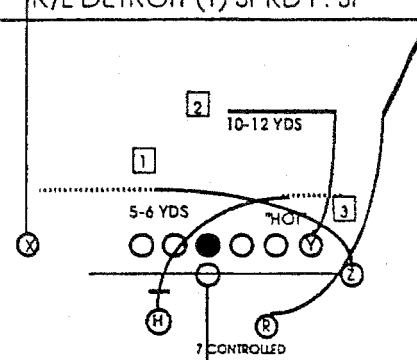
R/L DETROIT (T) SPRD F. SP



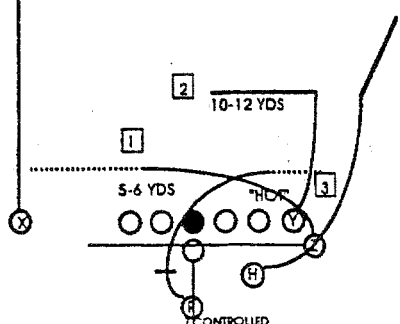
JET Z DRIVE (3) DBL F. ZM



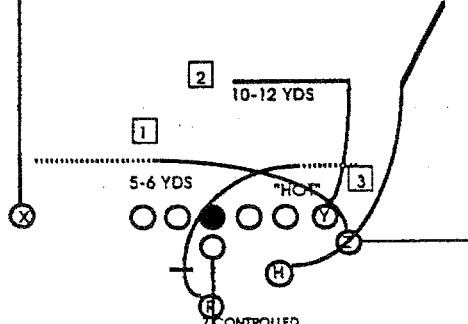
JET Z DRIVE (R) ZG FAR



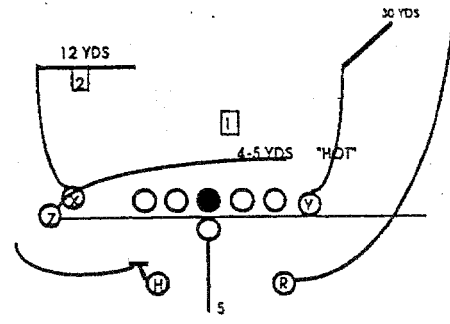
SCAT Z DRIVE (R) ZG CHANGE



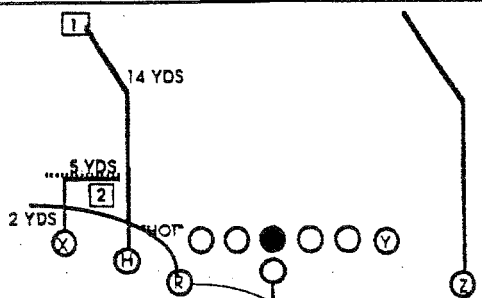
SCAT Z DRIVE (R) NEAR ZG



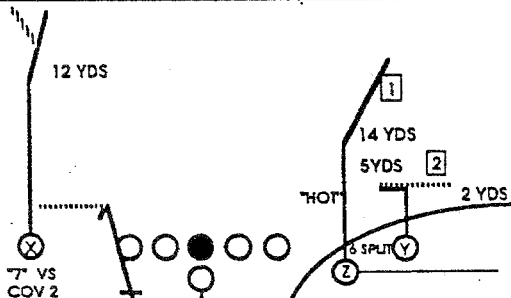
SCAT Z DRIVE (R) NEAR ZIP



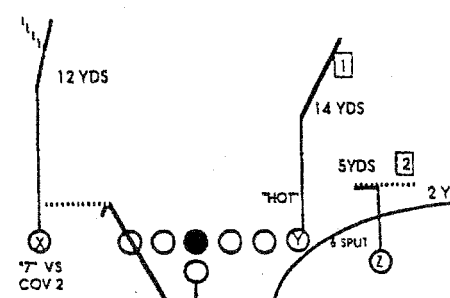
SCAT Z LINE M (R) CHANGE ZK



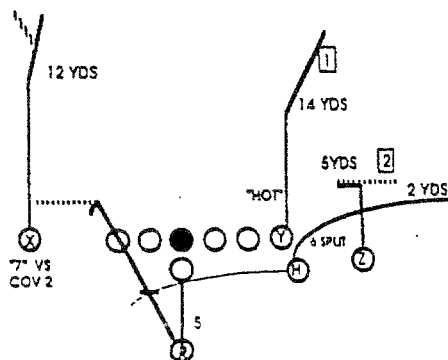
H/LHOT X STAR (3) DBL (REX)



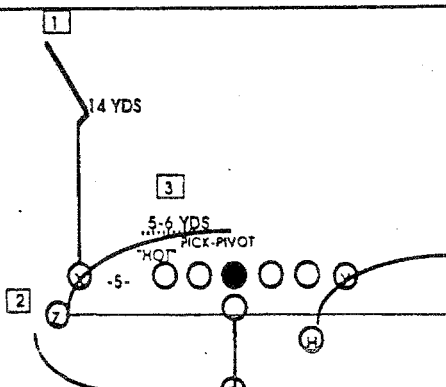
SCAT Y STAR (E) CHANGE ZIP



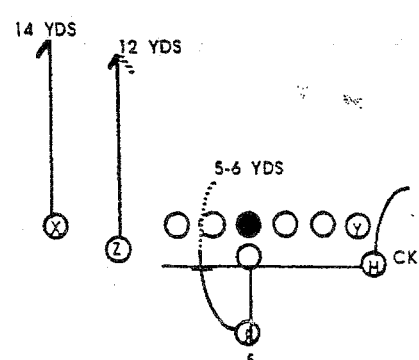
SCAT Z STAR (R) NEAR



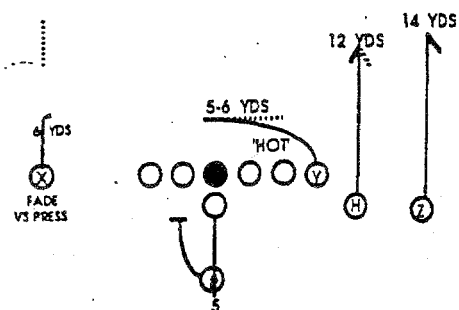
SCAT 7 STAR (R) FAR SP



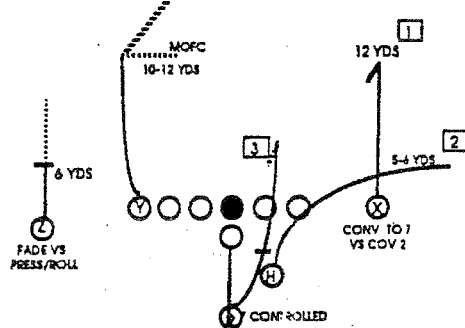
SCRAM TO M (R) NEAR 7K



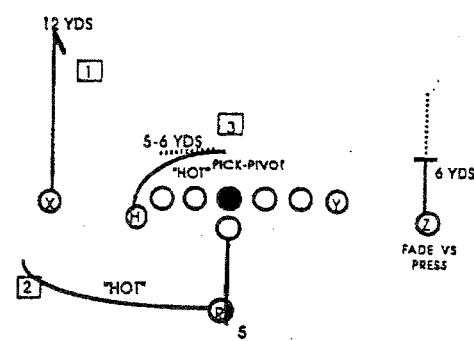
F/I GIANT M SPRD SI OT SP



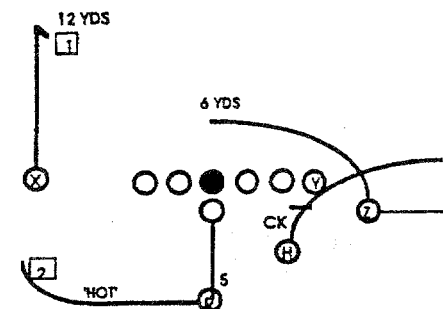
SCAT GIANT (3) TRAIN



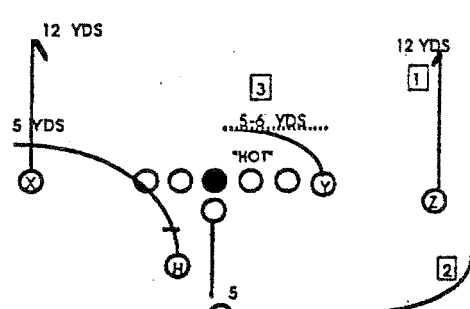
DART 6 (R) FAR



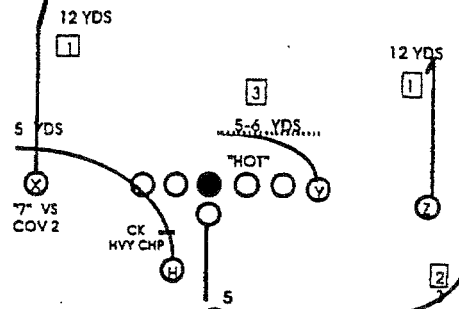
H/L HOT 6 PIVOT M (T) SPRD



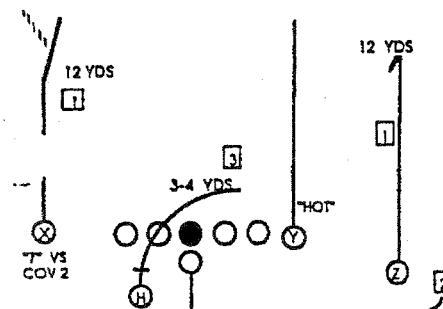
SCRAM 6 Z PIVOT M (R) NEAR ZIP



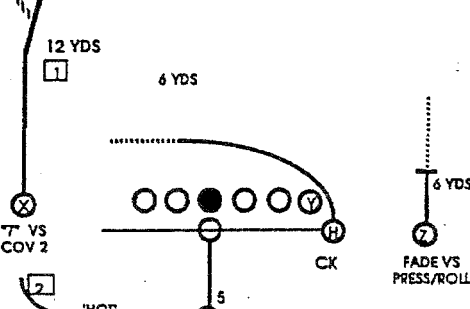
SCAT 616 RM (R) FAR



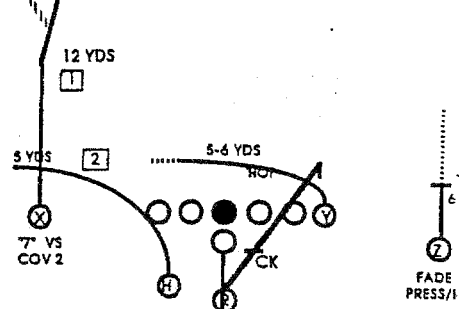
SCAT 816 RM (R) FAR



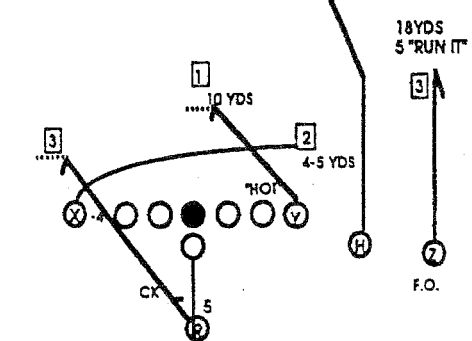
SCAT 816 Y CLR RM (R) FAR



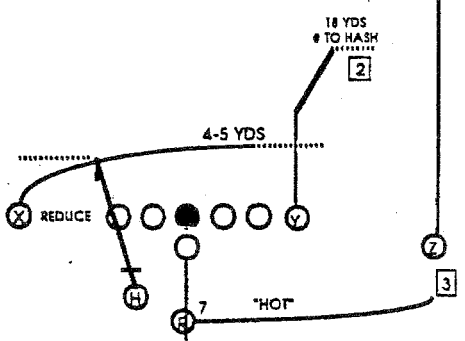
SCRAM 8 PIVOT M (3) DBL SP



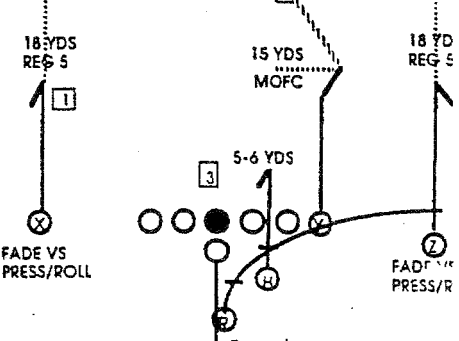
JET 8 Y PIVOT (R) FAR



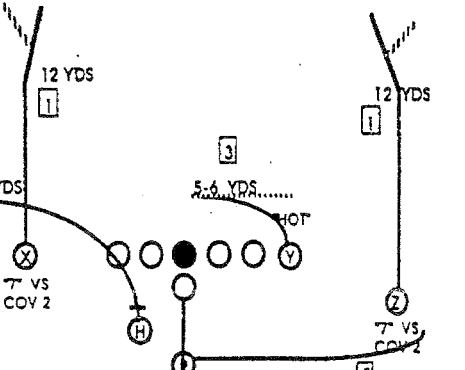
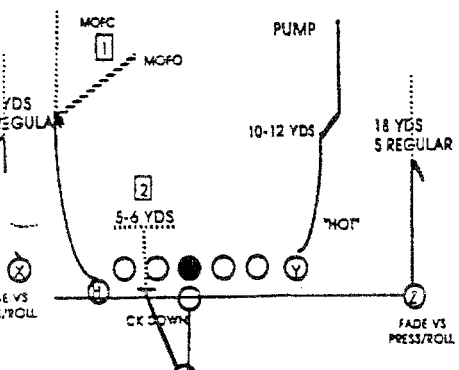
SCAT X SHALLOW CROSS (3) TRAIN



SCAT 079 RM (R) FAR



FOX 565 (R) NEAR





## BASE ROUTES

TYP QK	PLAY R/L	DISCRIPT CINCY	P 3	FORMATION TRAIN F. WZ
DIG	OPT	DIG	T	SPRD L. SP
DRIVE	SCAT JET SCAT	DRIVE (Z) DRIVE (Z) LINE (X) M	R R 3	CHANGE ZIP FAR ZIP DBL AX
FLAT	SCRAM JET SCAT	STAR (X) STAR (X) STAR (Z)	R T T	FAR SLOT ZM SPRD SLOT F. SP SPRD SP
HOR	SCAT SCAT	316 Y CLR RM 816 RM	R R	FAR FAR
ISO	SCAT SHOT SCAT	338 H TRAIL ANGLE (R) SHALLOW CROSS (X) M	R 3 R	SPLIT DBL ROY FAR
3 LEV	SCAT PHB DART BASE 70 50	479 RM DIVIDE (Y) WILLIE X D. OVER FK DRAW WAGGLE WAGGLE T.B.	R R T R 3 T	FAR DOT SPRD CHANGE TRAIN SPRD
VERT	FOX FOX SCAT	368 989 DBL PUMP	R T 3	NEAR SPRD F. SP DBL F. ZM

## NICKEL ROUTES

TYP QK	PLAY R/L	DISCRIPT CINCY	P 3	FORMATION TRAIN F. WZ
	R/B	ORLANDO	R	CHANGE F. ZM
	R/B	ORLANDO	T	SPRD ZM
	R/L	SEATTLE	3	DBL
AP	50	WAGGLE	3	TRAIN
DDG	SCAT SCAT JET SCAT	DODGE (DBL) DODGE (DBL) GIANT (DBL) GIANT Y CLR	3 3 4 3	DBL TRAIN WZ ROCKET TRAIN
DIG	F/L SCAT	DIG DIG	3 3	DBL F. ZM TRAIN
DRIVE	SCAT SCAT	DRIVE (Z) LINE (X)	E R	CHANGE ZIP CHANGE ZK
FLAT	SCAT SCRAM	STAR (Z) TD	R R	CHANGE ZIP CHANGE ZK
HOR	BASE	086	E	CHANGE ZIP
ISO	SCAT	ANGLE (H)	E	SPLIT
VERT	BASE SCAT SCAT BASE	585 585 Y SHALLOW 989 Y SHALLOW 794 BKS SIT	R 3 3 E	CHANGE TRAIN TRAIN CHANGE

## RED ZONE ROUTES

TYP QK	PLAY QK SPRT	DISCRIPT 17	P R	FORMATION FAR SLOT ZIP
	R/L	DALLAS PUMP	T	TRIPS
	R/B	ORLANDO	3	DBL F. SP
	R/L	ORLANDO	3	DBL F. SP
DDG	SCAT SCAT SCAT	CHEVY FORD GIANT	T R 3	SPRD SLOT SP FAR SLOT SP TRAIN
DRIVE	SCAT	LINE (X)	R	TANDUM AX
FLAT	SCAT	STAR (Z)	3 R	DBL SP FAR SP
IND	JET	5	NE	CHANGE
PA	FK 13	X GLANCE	T	SPRD
VERT	FOX F/L	368 768	R T 3 3 3 T 3	DOT TRIPS ZK VICE TRAIN DBL F. SP SPRD DBL SP
	DART SCAT FK 13 SCAT	768 Y SHALLOW DBL PUMP SLUGO ZIPPER		

## BASE RUN

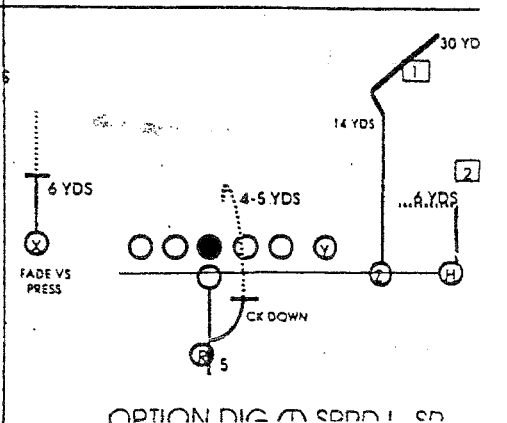
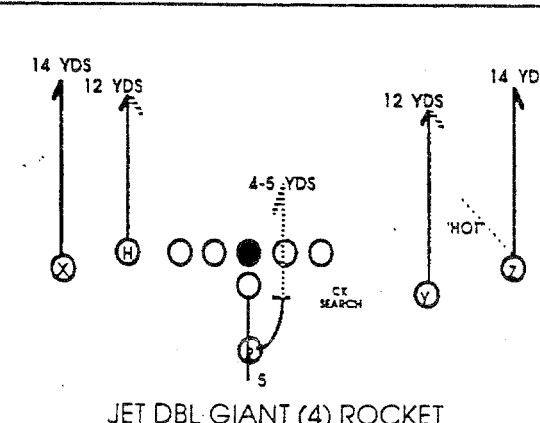
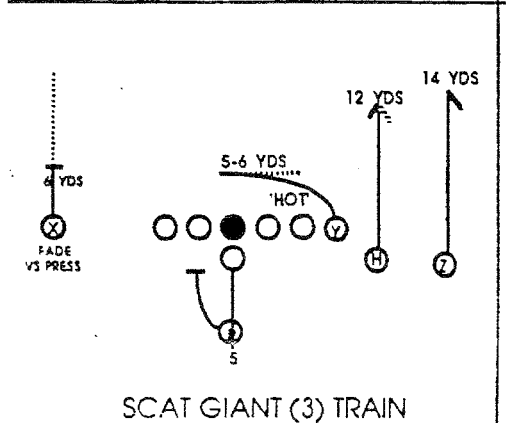
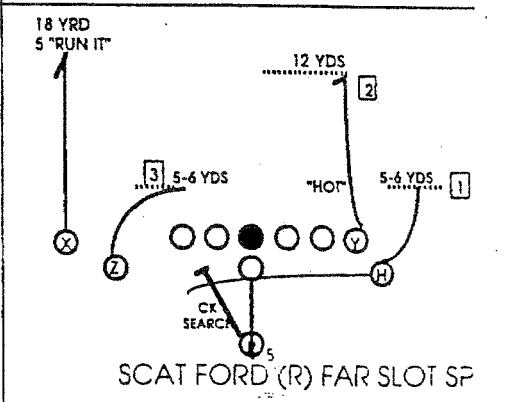
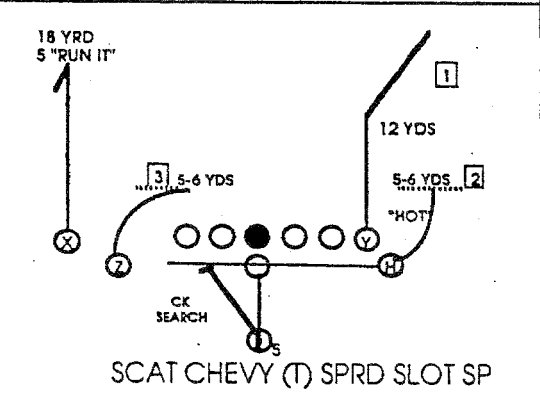
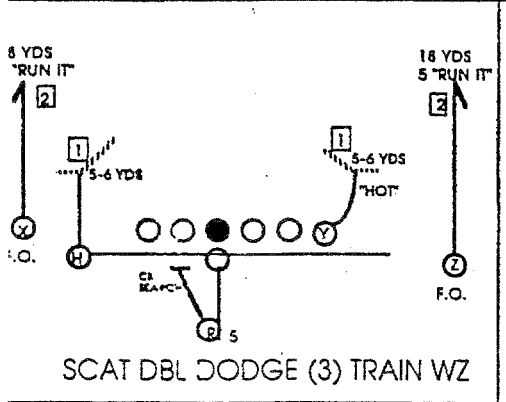
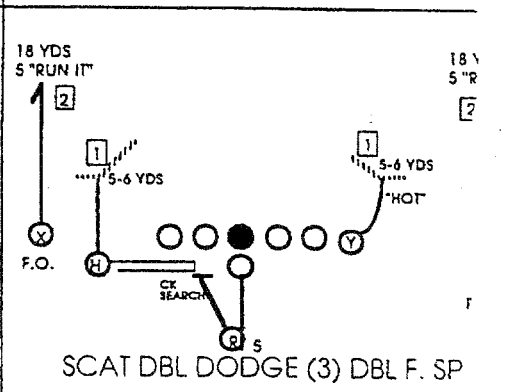
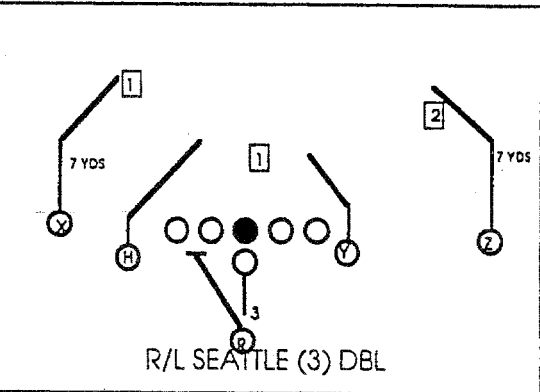
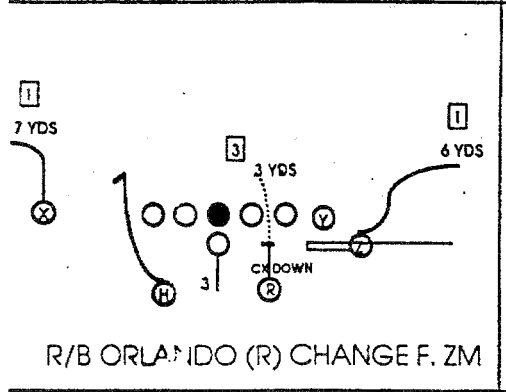
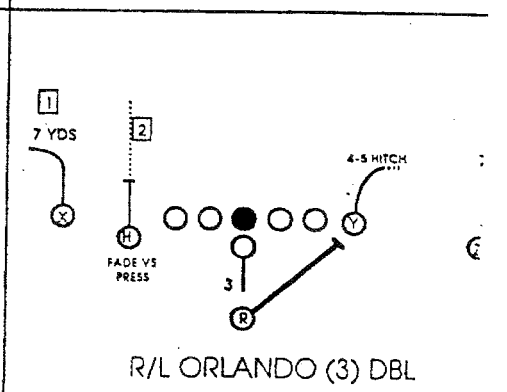
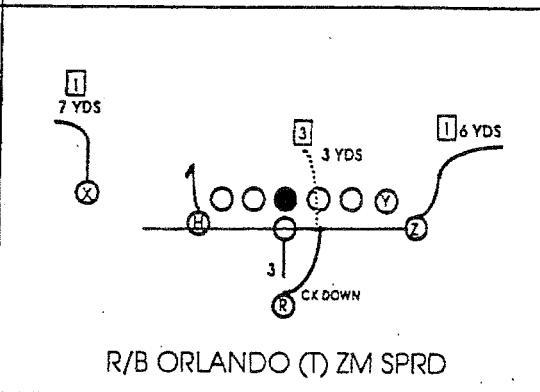
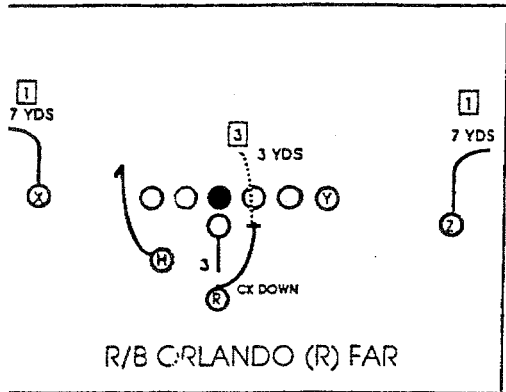
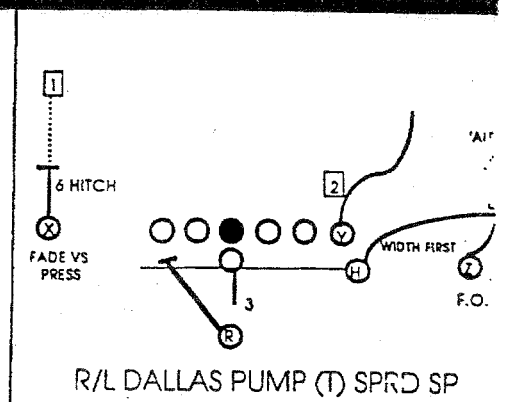
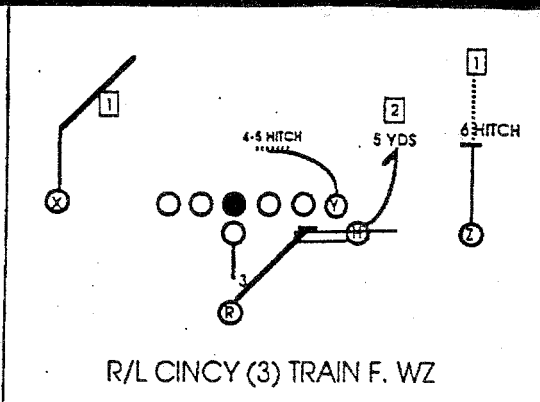
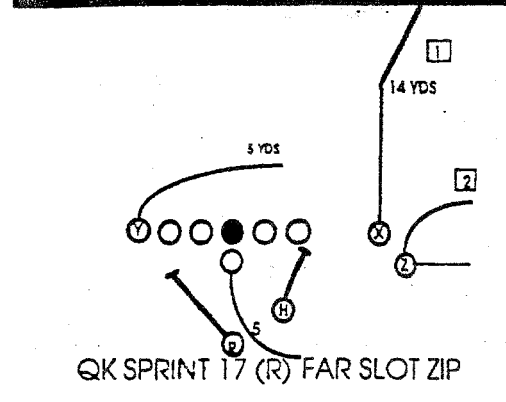
PLAY 20	DISCRIPT GUT	P E	FORMATION CHANGE ZIP
		R	DOT
60	OUTSIDE 'K'	3 3	DBL (HIP) TRAIN
40	SLIDE	R	DOT SLOT
40	SLIDE 'E'	E E	CHANGE DOT
15	O	3	DBL LT
12	TRAP	E	CHANGE
15	TRAP WK	E	DOT
PHB	DRAW	R R T	DOT NEAR RT SPRD SP
30	DRAW	R	CHANGE
20	DRAW 'E'	R E E	FAR CHANGE DOT
20	PAINT 'A'	3 3	DBL TRAIN
30	TREY 'A'	3 3	DBL TRAIN
70	TREY 'A'	3	TRAIN

## NICKEL RUN

PLAY 70	DISCRIPT TREY 'A'	P 3	FORMATION DBL
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## RED ZONE RUN

PLAY	DISCRIPT	P	FORMATION
30	GUT	E	CHANGE
60	OUT WK	R	FAR SLOT
70	TREY 'A'	3	TRAIN
15	TRAP WK	E	DOT





[illegible][illegible][illegible][illegible]

The diagram illustrates a sequence of events or a path. It features several numbered nodes: 1, 2, 3, 4, 5, 6, 7, and 8. Node 1 is at the bottom center, with a label '10 YDS' and an arrow pointing to it from the left. Node 2 is to the left of node 1, with a label '4-5 YDS' and an arrow pointing to it from the left. Node 3 is to the right of node 1, with a label '5-7 YDS' and an arrow pointing to it from the left. Node 4 is to the right of node 3, with a label 'HOT' and an arrow pointing to it from the left. Node 5 is to the right of node 4, with a label 'F.O.' and an arrow pointing to it from the left. Node 6 is to the right of node 5, with a label 'HOT' and an arrow pointing to it from the left. Node 7 is to the right of node 6, with a label 'HOT' and an arrow pointing to it from the left. Node 8 is to the right of node 7, with a label 'HOT' and an arrow pointing to it from the left. A central black dot is located between nodes 4 and 5. Arrows indicate movement from node 1 to node 2, from node 2 to node 3, from node 3 to node 4, from node 4 to node 5, from node 5 to node 6, from node 6 to node 7, and from node 7 to node 8. There are also arrows pointing from nodes 2, 3, 4, 5, 6, 7, and 8 towards the central black dot. A label '10 YDS' is also present near node 1, with an arrow pointing to it from the left.

[illegible]

YDS

FADE VS  
COV 2/8

X

4-5 YDS

10-12 YDS

10-1

MAX-

HOT

F.O.

Z

1

2

3

4

5

6

7

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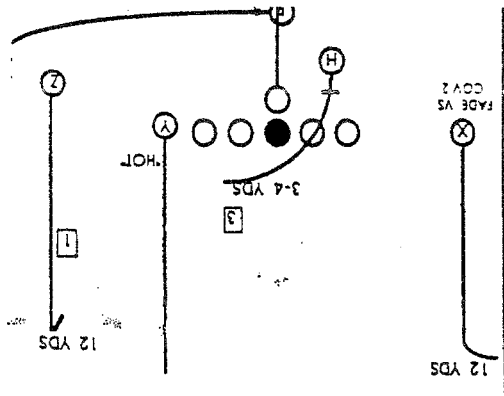
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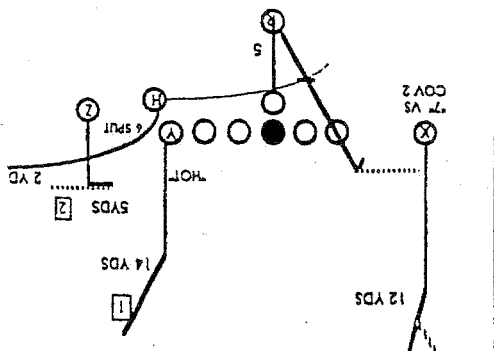
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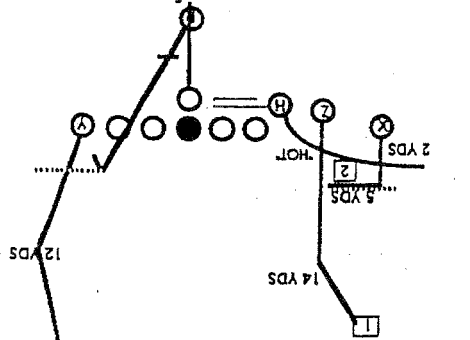
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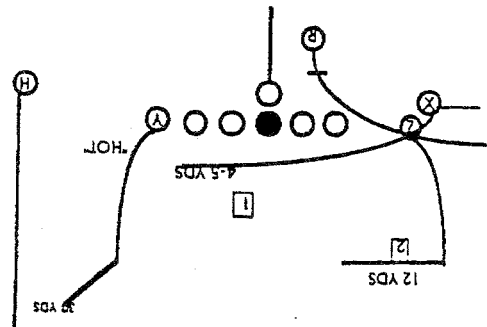
SCAT Z STAR (R) FAR SP



JET X STAR ① SPRD SLOT F. SP



SCAT X LINE<sup>5</sup>(P) TANDUM AX



JET Z DRIVE (R) FAR ZIP

